

PC ZONE

ONLY
£3.95

No Disk?

Then ask your
newsagent to
give you one.

EXCLUSIVE TO PC ZONE

Battle Isle 2

Massive playable
demo of the
strategy game
of the year

VGA ONLY, 4Mb & 386 OR BETTER REQUIRED
SEE PAGE 16 FOR FULL INSTRUCTIONS

No Disk?

Then ask your
newsagent to
give you one.

EXCLUSIVE TO PC ZONE

OVERKILL

The ultimate shoot 'em-up

SPIDER RUN

A dangerously addictive
puzzle game (Requires mouse)

PILE ON

Top-notch card game for Windows (Requires VBRUN300.DLL)

EGA/VGA SEE PAGE 16 FOR FULL INSTRUCTIONS

WAR ON CD

- * Battle Isle 2
- * Microcosm
- * MegaRace

£3.95/Hfl17.95

MAY 1994

ISSUE 14

PLAY
SEMINALITY
TRUMPS*

*The saddest game
in the universe

EXCLUSIVE!

Seawolf

LEADER OF THE PACK!

THE JOY OF STICKS

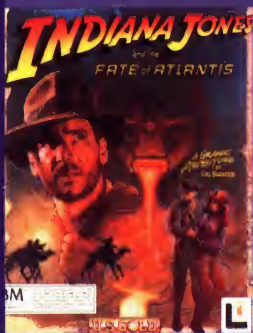
+++DEFINITIVE
8 PAGE JOYSTICK
FEATURE INSIDE



2HD

DOUBLE
CAPACITY
DISKS





“Fate of Atlantis is simply brilliant.”

PC Review 9/10.

This best selling graphic adventure tests your grey matter with some of the toughest puzzles ever. As enemies prepare to blast the civilised world, one man stands in their way. The man with the hat . . .

Available for PC & Compatibles and Amiga (1Mb).*

INDIANA JONES®

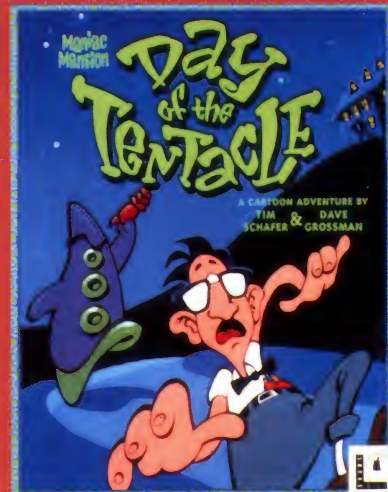
and the FATE OF ATLANTIS™

“If a better adventure game shows up this year, I'll eat my trousers.”
PC Review 9/10.



A sequel to the award winning classic 'Maniac Mansion', this wacky cartoon adventure has set new standards in graphics and sound, with over 100 zany effects. See it. Hear it. Play it.

Available for PC & Compatibles and PC CD-ROM.*



MANIAC MANSION®

DAY OF THE TENTACLE™

Just when you thought it was the end for LeChuck, he's back to seek revenge! This comic family entertaining sequel to Monkey Island with 256 colour VGA graphics will have you laughing so

hard milk will come out of your nose!

Available for PC and Compatibles and Amiga (1Mb).*



“... lashings of hilarious animation . . . superb graphic detail. This is the only reason you need for owning a PC.”

PC Format 91%.



MONKEY ISLAND 2 -

LECHUCK'S REVENGE®

HINTS TIPS 'N' HELP CALL

UTOPHONE

*Contact U.S. Gold, telephone 021 625 3366, if you require further technical details.

EYE OF THE BEHOLDER III • VEIL OF DARKNESS • EYE OF THE BEHOLDER • LEGEND OF DARKMOON (EYE OF THE BEHOLDER II) • DRAGONS OF FLAME • HEROES OF THE LANCE • PROPHECY OF THE SHADOW TEL: 0839 654 139 OPERATION STEALTH • ANOTHER WORLD • FLASHBACK • CRUISE FOR A CORPSE TEL: 0839 654 284 LUCASARTS HELPLINE • LeCHUCK'S REVENGE (MONKEY ISLAND 2) • INDIANA JONES (LAST CRUSADE & FATE OF ATLANTIS) • ZAK McKracken • MANIAC MANSION • LOOM • THE SECRET OF MONKEY ISLAND • X-WING • DAY OF THE TENTACLE TEL: 0839 654 123 INFORMATION LINE: 0839 654 124 ACCESS HELPLINE AMAZON • LINKS - THE CHALLENGE • LINKS 386 PRO TEL: 0839 654 394 LEGENDS OF VALOUR TEL: 0839 993 366 STREET FIGHTER II TEL: 0839 007 755 SIR-TECH HELPLINE: CRUSADERS OF THE DARK SAVANT TEL: 0839 994 477

Service provided by U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. If you are under 18 please get permission to use the telephone. Calls cost 36p per minute cheap rate, 46p per minute all other times. Prices correct at time of going to press. If in doubt contact U.S. Gold Customer Services for full details of current charges and contents.

Technical Support Hotline 021 326 6418 (Mon-Fri)

THE GOLD PHONE

100%

**Marketed and distributed by U.S. Gold Ltd.,
Units 2/3 Holford Way, Holford, Birmingham
B6 7AX. Tel: 021 625 3366.**



Which are the most influential games of all time? We put our cards on the table.

Page 94

dir.ectory

REVIEWS

42 Seawolf

TAKE COMMAND of the US Navy's most deadly predator in this outstanding modern day submarine simulation.

46 Righteous Fire

THE FUTURE BURNS BRIGHT for fans of *Privateer* with this new mission disk.

48 Fantastic Dizzy

CAN DIZZY MAKE A smooth transition from console to PC or will he get egg on his face?

50 Cannon Fodder

LEAVE YOUR MORALS at home and indulge in some lighthearted bloodletting courtesy of Sensible Software.

54 D/Generation

A PC CLASSIC now in a Windows incarnation.

58 Merchant Prince

TRADE YOUR WAY to wealth, fame and perhaps even a Papal nomination.

60 Excellent Games

A COMPILATION that really lives up to its name.

61 Award Winners

SENSIBLE SOCCER and *Zool* in the same pack. Surely too good to be true.

62 Championship Manager

ONE OF THE PREMIER football management games transfers to Windows.

64 NFL Pro League Football

THINK YOUR WAY to victory as manager of a top American Football team..

70 Unnecessary Roughness

IF THINKING ISN'T YOUR scene then get stuck in with this American Football arcade game.

72 Airlines

HAVE YOU GOT what it takes to be the next Branson? (Beards are optional)

74 Red Crystal

AN RPG WITH a difference - this one has a two player mode.



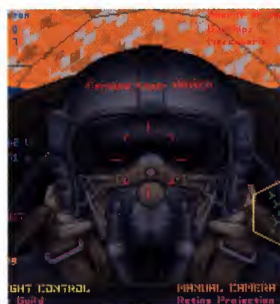
Seawolf
PAGE 42



Cannon Fodder
PAGE 50



Arena: The Elder
Scrolls PAGE 86



Starlord PAGE 90

GAMES INDEX

- 72 Airlines
- 86 Arena: Elder Scrolls
- 113 ATP CD
- 61 Award Winners
- 106 Battle Isle 2 CD
- 114 Buzz Aldrin CD
- 50 Cannon Fodder
- 116 Challenge Pack CD
- 62 Championship Manager
- 54 D/Generation
- 60 Excellent Games
- 48 Fantastic Dizzy
- 117 Gabriel Knight CD
- 82 In Extremis
- 84 Johnny Quest
- 115 MegaRace CD
- 58 Merchant Prince
- 110 Microcosm CD
- 64 NFL Pro League Football
- 112 The Patrician CD
- 74 Red Crystal
- 46 Righteous Fire
- 42 Seawolf
- 70 Unnecessary Roughness

CD-ROM REVIEWS

Battle Isle 2 PAGE 106
plus internal strife in
Microcosm. PAGE 110.

PC ZONE

19 Bolsover St,
London W1P 7HJ.
Tel: 071 631 1433
Fax: 071 436 1321

Editor Paul Lakin; Art Editor
Duncan Y. Hemphill; Deputy Editor
Laurence Scottford; Technical
Editor Mark Burgess; Production
Editor Kirsty Fortune; Contributors
Chris Anderson, Simon Bradley,
Charlie Brooker, Andy Clerkson,
Duncan MacDonald, David
McCandless, Patrick McCarthy, Ian
Jackson (Design), Marco Crisari
(Design); Publisher Tim Ponting;
Subscriptions Hotline 0454
620070; Senior Sales Executive
Saul Leese 071 631 1433;
Advertising Sales Executive Mike
Shepherd; Group Advertising
Manager Phil Jennings;
Advertising Production Manager
Jenni Wood; Group Production
Manager Simon Maggs; Assistant
Group Production Manager Mike
Robinson Origination Ebony 0579
340100; Printed in England by ET
Heron; Newstrade Manager James
Burnay; Distribution SM Magazine
Distribution 081 677 8111; Mail
Order Manager Julia French;
Publishing Director Bruce
Sawford; Circulation Director
Sean Farmer; Creative Director
Jimmy Egerton; Non-Executive
Director Dick Pountain; Financial
Director Ian Leggatt; Managing
Director Alistair Ramsay;
Chairman Felix Dennis

PC Zone is published
monthly by Dennis
Publishing Ltd. Company
registered in England,
number 1138891.
Entire contents ©1994
Feilden Productions.

PPA

Stuck for a stick? Then check out our special feature.

See page 23



PC

100% GAMES

ZONE

May 1994 Issue Fourteen

82 In Extremis

SHOOT, SHOOT AND then shoot some more in the latest first person er... shoot 'em up.

84 Johnny Quest

ANOTHER CARTOON HERO seeks fame and fortune as a game star.

86 Arena: The Elder Scrolls

FROM THE COMPANY which brought you *Terminator Rampage* comes the latest pretender to the *Ultima Underworld* crown.

90 Starlord

FEUDALISM MEETS FUTURISM in a space based game of chicanery, commerce and combat.

BLUEPRINT

36 Club Manager

MIXING IN DEPTH AI with detailed strategy and arcade style highlights *Club Manager* is looking to be one of the year's most exciting football management releases.

Paul Lakin takes a suitcase of money up the A1 to meet the developers.



FEATURES

23 The Joy Of Sticks

BIG ONES, SMALL ONES, red ones and blue ones, Simon Bradley provides the definitive guide to the ever expanding world of joysticks.

94 Turning Up Trumps

PLAY YOUR WAY INTO PERSPECTIVE as David McCandless brings you a guide to the history of PC games which is also a game (In a sad, day after Christmas kind of way).

REGULARS

6 Bulletin

EIGHT PAGES OF THE latest news from the games industry, plus a look at (or listen to) some of the latest soundcards.

16 Cover Disk Guide

THIS MONTH'S SPECIAL double disk is crammed with goodies covering virtually every game genre you can think of. Don't even think of playing them until you've checked out all the info on these pages.

105 CD-ROM Reviews

THE SECTION THAT JUST keeps on growing. This month there's strategy from *Battle Isle 2*, shoot 'em up action from *Microcosm* and the talkie version of *Gabriel Knight*.

118 Bits & PCs

OUR IN HOUSE DOCTOR puts his thermometer to your CPU and shines a thin light into the depths of your CONFIG.SYS before diagnosing technical hiccups.

120 Troubleshooter

PART TWO OF OUR SERIAL of solutions to some of the toughest games around, including *Hand Of Fate*, *Leisure Suit Larry 6*, *Star Trek: Judgement Rites*, *Alone In The Dark 2* and *Sam And Max*.

128 Wordprocessor

THE PEN IS MIGHTIER than the sword, so here's your chance to perform literary execution.

131 Off The Boards

A COMPLETE ROUND UP of the latest Shareware and PD plus a voyage into the mysterious world of Numerology and Tarot.

136 Mail Order

GET YOUR BACK ISSUES and shareware without getting out of your chair.

138 Mr Cursor

SOMEWHAT SPOOKY speculations about super groups and the sex life of the octopus.

BONUS!



From tank battles to spider webs. Four great games on two disks. DETAILS P.16



Bulletin

+ Following the end of the cold war, more and more programming talent is emerging from Eastern European countries. Flatliners Design a Budapest based development group, is one of the rising stars and is about to amaze the world with one of the first high-resolution role-playing games.

Hungary for Adventure

THE SEVENTH SWORD OF MENDOR sounds like many other RPGs, it has a plot like many other RPGs. Where *Mendor* is different is that it doesn't look like many other RPGs. The reason is that the design team have rejected the standard

300x200 256 colour mode in favour of a higher resolution mode. This means that the team have been able to make the graphics incredibly detailed.

The game is set in the world of Grymordia. It is a world of two continents, Arcurann and Wonghar. After a series of past wars the gods united the

people of Arcurann by giving them seven swords. As long as the seven swords remained together then Arcurann would be protected from attack by the evil hordes of Wonghar. Now, however, a strong ruler in Wonghar has stolen one of the seven swords. Your task is to retrieve it before Arcurann is invaded.

The action is split between 3D displays in the spirit of *Dungeon Master* for the towns, dungeons and wilderness and 2D artwork

when you encounter certain characters or situations.

Like most other RPGs you must assemble a party of characters before you begin your quest. This party consists of six people, all of whom are directly under your control. Watch out for the character portraits which have been digitised from 1970's fashion

catalogues. You may also recruit a seventh member, a non-player character who is controlled by the computer. This seventh person can and will change during the course of the game and may prove to be either a friend or foe.

The actions your characters perform will ultimately determine their personality. So they will become established as good or evil, brave or cowardly, and this will influence their capabilities and interaction with other characters in the future.

Characters are skilled in three areas covering 22 different abilities: weapons, magic and lore. Magic is divided into three types: white magic, black magic and priest magic. This allows for a more complex spell system, which is made even more

sophisticated by the ability to combine two different spells to create a third spell. The combat system is perhaps the most complex there has ever been in a computer RPG. The amount of damage you do, for example, is dependent not only on the type of weapon, but also its sharpness, your strength, your remaining hit points, any magic that has been applied to it, your ability with that particular weapon, and a little bit of luck.

All in all the game has about 90,000 locations which are spread out across a huge area of 25 dungeon levels and six cities. The designers have calculated there are about 130 to 150 hours of play to be had out of the game. Phew!

The *Seventh Sword of Mendor* will be from Grandslam.



(Above) The exterior city scenes are more detailed than those found in most RPGs in the *Dungeon Master* vein.

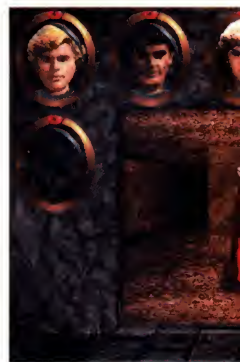
(Below) The character screen changes as you acquire new equipment.



Naturally some of the creatures you will encounter are based on popular mythological creatures like this dragon ...



...and the common-or-garden dwarf. Others, like the scorpion creature below, are new to the worlds of *Mendor*.





These two look like a friendly pair of covers. Wonder if they'll tell us the way to the nearest exit? We have to get Captain Birdseye out of here somehow...



Notice the heads digitised from the 1970's fashion catalogue. Except for the minotaur that is - which probably came from Livestock Review '73, and below, from Penthouse.



Sound Blaster Rival

Upgrade Options, Datrontech's recently established multimedia division, has released a 16-bit sound card with a CD-ROM drive interface. The Media Vision Pro Sonic 16 has 16-bit stereo, simultaneous playback and record with four to one sound compression, MIDI interface and full Sound Blaster compatibility. It has a Panasonic CD-ROM interface and comes bundled with a set of Pocket tools. This includes Pocket Recorder, an OLE compatible Windows application for recording in 8 or 16-bit; Pocket Mixer, an easy to use program to set your soundcard, and Pocket CD, which means you can play audio CDs.

The card also contains the Yamaha YMF262 (OPL-3) 20 voice synthesiser with four operator FM sounds and 16-bit FM DAC. Mixing can combine the internal synthesiser, digital audio, CD audio, external line in and microphone. Frequency response is 30Hz - 20 KHz. The card needs a 386SX or better, DOS 3.0 or later and Windows. 4Mb RAM recommended.

'At last we have a card to rival the Sound Blaster range,' says Product Manager John Davis, 'a 16-bit card for 8-bit pricing.' Indeed. The RRP of the card is a mere £89. Upgrade Options are on 0252 316 060.



DISPATCHES

+++ Watch out for the full version of *Doom* coming from Imagineer in September. The people who did *Wolfenstein 3D* for the SNES will be bringing us *Doom* later this year. No further details or prices at the moment.

+++ Kevin Keegan Football Manager, which has been out on the SNES for a year, is about to arrive on the PC. The scheduled release date is March 25 1994 and the price will probably be £29.99. Contact Anco on 0322 292 513.

+++ It looks like the console market is at last imploding. The massive discounting by retailers of *Sonic 3* reflect both consumer resistance and the fact that demand for console games has flattened out. Another straw in the wind is the sale of *Sega Zone* to the publisher Maverick. *Sega Zone* was bought by Future from Dennis less than a year ago. The latest reshuffle leaves three *Zone* magazines with three different publishers.

+++ Orchid has reduced the price of its double-spin CDS-3110 CD drive from £189 to £169. The CDS-3110 has a transfer rate of 300 kb a second and can play audio CDs without any extra software. The cards support both Sony and Mitsumi interface formats. Orchid can be contacted on 0256 479 898.

+++ Microsoft has had to pay Stac electronics \$120 million. A Los Angeles court decided that Microsoft's *DoubleSpace*, the disk compression utility in MS DOS 6, had infringed Stac's patents. However it's not a case of smiles all round at Stac since it has been found guilty and fined \$13.6 million - for reverse engineering a version of *Stacker* that could work with MS DOS 6. Microsoft will now drop *DoubleSpace* from DOS 6. Both companies are expected to appeal against the verdicts.

+++ A New Jersey man is in trouble for shooting his computer. 'I can't understand why I can't shoot my own computer in my own home,' he protested. The police pointed out that he was using illegal hollow nose rounds and that his gun was unregistered. Then they nicked him.

More hours to play
More characters
More backgrounds
More 3-D objects
More animations



but you're still...

ALONE IN THE DARK 2

HELP!, HELP!, HELP!, HELP!, HELP!, HELP!, HELP!

If you need to shed some light on Alone in the Dark 1 or 2

CALL 0891 244444

Calls cost 36p per minute cheap rate, 48p at all other times (maximum cost £3.60).

Please get permission from the person paying the bill. The above information is correct at time of publication (Feb 1994).

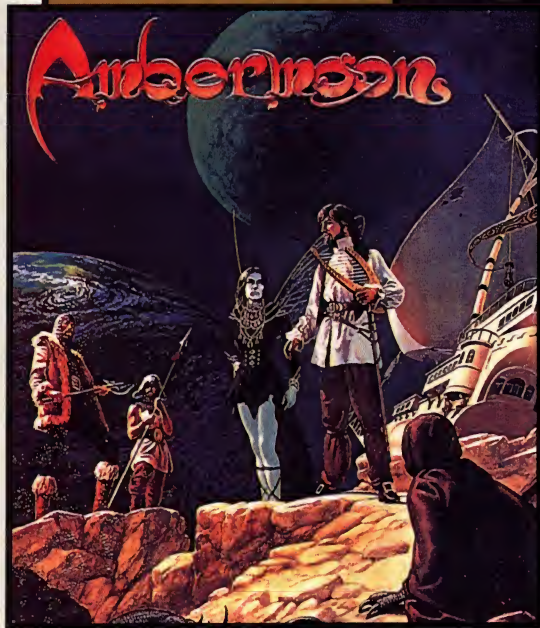


Infogrames Ltd, 14 Smedley St, Clapham, London, SW4 6PF
Tel: 071-738 8199

Bulletin

It's art, honest!

Do you like looking at pictures of scantily clad women with huge breasts and names like Silk and Skyfox? If so you'll be interested to hear that Paper Tiger, fantasy art specialists, are releasing some new books featuring the art of David Delamare, Danny Flynn and Boris Vallejo. Paper Tiger is also issuing six 'miniature' collections of the work of Rodney Matthews, Patrick Woodroffe, Boris Vallejo, Jim Burns, Tim White and Bruce Pennington for £3.99 each. Paper Tiger is on 071 976 5477



Ambermoon

Amberrmoon is, logically enough, Thalio's follow up to *Amberstar*. It's a large-scale RPG which mixes a traditional top down viewpoint with a first person perspective 3D dungeon system. The game boasts a playing area three times the size of that in *Amberstar*. As you travel this area you'll get the chance to indulge in loads of magic spells and character interaction. The Amiga version of the game has already received rave reviews in the European press. The PC version will work on any 286 or higher and should be out in May at £39.99. Thalio are on 021 449 4464.

DISPATCHES

+++ FAST (the Federation Against Software Piracy) has brought the first successful private prosecution for software piracy. David McMillan pleaded guilty to seven counts under the Copyright, Designs and Patents Act 1988. McMillan, a former sergeant in the army, sold pirated business software through a computer magazine. It included programs from Norton and WordPerfect. More than 1,000 programs with a street value of over £100,000 were seized in a raid at his home in Yorkshire. 'There is a growing awareness of the criminality of software theft throughout the courts,' says Robin Lawrence, operations manager at FAST. 'Software criminals run the risk of substantial fines and up to ten years imprisonment for their chosen career.' Mr McMillan was fined £1,279.

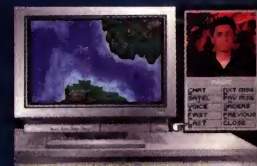
+++ LIVE '94, the consumer electronics show, comes to Earls Court between September 20 and 25 this year. Included amongst the many events will be live concerts, a games arena, a PC village, live broadcasts, the young newspaper competition and the National Youth Rock and Pop Awards. Last year's show attracted 140,821 visitors, 90% of whom said they would visit again. So they need 14,082 to make up numbers.



Sound Off

Silica has launched a new PC card that offers full 16-bit sound and interface for three popular sorts of CD-ROM Drive. The sound card is the Sound Galaxy Basic 16 compatible with Sound Blaster, Ad-Lib, MS Windows Sound System, Convex Speech Thing and Disney Sound Source. The CD-ROM interface is for Panasonic and Mitsumi with the option to upgrade to Sony. The card can be made General MIDI compatible with an upgrade and costs £99 + VAT from Silica, 081 309 1111.

THEY CAN'T SEE YOU. THEY CAN'T HEAR YOU.
OFFICIALLY YOU DON'T EVEN EXIST.



SSN-21 SEAWOLF™

THE SEQUEL TO 688 ATTACK SUB™

The world holds its breath as the Russian task force slips out of Archangel, bound for Cuba. A nuclear nightmare on the high seas looks set to become a reality. Unless you and the SSN-21: Seawolf can prevent it. The Navy's secret weapon, Seawolf, will be the fastest, most heavily armed attack sub ever to put to sea. And only if Seawolf remains undetected can the ultimate disaster be averted.

The Seawolf is three times the sub of its predecessor - the smash hit 688 Attack Sub. It's a game of stealth,

cunning and explosive action that recreates the unrelenting tension of underwater warfare to stunning effect. With 33 missions taking on over 65 subs, warships and aircraft, you'll be taken to breaking point by the sheer intensity.

Breaking new ground in digitised sound quality and mesmerising graphic detail, Seawolf makes the murky depths of the ocean floor a watery reality. Everything from enemy destroyers to diving dolphins are picked up on the sonar screens, while extensive video footage keeps you up to date with your crew and events on the surface.

Deep, silent and deadly, the Seawolf hunts alone.

ELECTRONIC ARTS



To buy your copy of this game, visit your local retailer. In case of any difficulty, contact EA Direct on 0753 549 442.
Electronic Arts, 90 Heron Drive, Langley, Berks SL3 8XP

© 1994 John Ratcliff. All rights reserved. SSN-21 Seawolf, 688 Attack Sub and Electronic Arts are trademarks of Electronic Arts



Bulletin

Double Dutch

At last your computer can talk to you in a language you can't understand. Following *Micro Spanish*, which featured interactive real speech, LCL is releasing *Micro French*, *Micro German* and even *Micro English*.

All the programs have animated cartoons and adventure games with the speech recorded by a native speaker.

LCL reckon you don't even need a soundcard to hear the speech - thanks to a nifty programming trick the language packages can send analogue signals through the PC speaker. And they promise that you won't turn out like a French dalek. If you do have a soundcard you can get music as well. The packages run on just about any PC. The price is £24.99 and LCL are on 0491 579 345.

Irresistible Optix

The PC Optix joystick featured in last issue's CES report is now being imported by Spectravideo. The PC Optix uses non-contact optical sensors rather than variable resistors. This makes it resistant to wear and drift. The joystick has four fire buttons and is dual digital/analogue. The price is £39.99. You can contact Spectravideo on 081 900 0029.



Miracle Worker

Software Toolworks had a resounding success with its Miracle Piano System. This was a fully featured keyboard tutor that came complete with a MIDI keyboard for £299. Now the company is releasing the package without the keyboard, but complete with drivers for any standard MIDI keyboard. Out now for £59.99 (probably), all Jools Holland wannabes can call Mindscape on 0444 246 333.



Ooops!

A couple of mistakes in the review of *Hot Sound and Vision* CD (last issue). Someone nicked it before we could write down the name of the publisher. The CD is published by Unica (061 429 0241) and the price is a mere £18 plus VAT. The score is still 85% and *Hot Sound and Vision 2* is promised shortly.

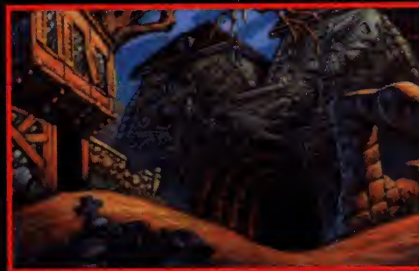
Immortal Combat



Choose the type of hero that suits your style—Fighter, Magic User, or Thief.



Pick a combat system – from pure strategy to thumb-twitching arcade action.



Dark settings and light-hearted humour combine in this fun-filled fright fest.

The Dark One awaits. A crazed cult has kept his evil image alive in an isolated mountain valley. Now a beautiful but deadly vampire has enlisted the aid of some wicked Wyverns, raucous Revenants, nefarious Necrotours, and even a wild-eyed wizard. The dark forces wait with weapons ready and fangs bared.

A Fun-Filled Fright Fest Where YOU Make the Rules!

- Create your own character, choosing a Fighter, Magic User, or Thief. Puzzles, combat, and obstacles change according to your character type and development.
- Start fresh or import your character from *Quest for Glory I, II, or III*.
- Fight monsters with a sophisticated new battle system that lets you choose skill level and combat type—from pure strategy to adrenaline-pumping thumb-twitching arcade action.
- Unravel a variety of puzzles—nearly three times as many as found in other adventure games.



For further information contact 0734 303171

Sierra On-Line, The Old Brewery, 4 Brewery Court, Theale, Berkshire RG7 5AJ

Fax: 0734 303201

Bulletin

Elvis sighted on CD-ROM!

If you thought that something as up to date as CD-ROM has little to do with the golden age of rock 'n' roll then think again. Supervision has come up with the perfect way to tie the two together. *The Rock-n-Roll Decades* is a series of CD-ROMs to be launched during the remainder of 1994, the first being *The 50's*.

The core of the product is a complete record of the album and singles charts for every month of the decade. There are also thousands of facts on the stars and songs of the era. In addition to the textual database, the drive-in movie screen gives you access to half an hour of full-motion video of original recordings from the period. There's also a pop quiz to test your knowledge of the decade's sounds and stars.

The 50's is available now for £24.99, other decades to follow shortly.



Share-ware

Electronic Arts has paid \$400 million for the 'edutainment' software house Broderbund in a share swap transaction. 'It will be a major brand against which to compete,' said European VP of Sales and Marketing, David Gardner, 'We intend to give Microsoft a difficult opponent to compete with'.

Broderbund is probably best known for the *Carmen Sandiego* series.



Making music with Memphis

Media Vision's Memphis provides a complete multimedia solution in one easy-to-use desktop package. We let Laurence Scottford loose on it to see if it could take the strain.



What do you need to make a multimedia machine? Well a fast 386 or 486 with a decent SVGA graphics card obviously. But beyond that, you're still going to need a 16-bit sound card, a double-speed CD-ROM drive, an amplifier and a pair of stereo speakers, plus some sort of microphone if you want the complete works. Once you've splashed out for that little lot, you've got to fit it all into your machine and then coax all the individual pieces into working with each other, and if you think that sounds easy, think again – it's more likely to be a nightmare.

Wouldn't it be nice if you could get all those bits in one attractive package, in which individual components were designed to work with each other, and which required minimal installation effort. It would be even nicer if the whole thing looked nice on your desktop, and not like a bundle of ill-matched components just thrown together. Well Media Vision seems to have had the same thought and that's why it has come up with the *Memphis*.

The *Memphis* is described, rather grandiosely, as a multimedia theatre, which is basically a pompous way of saying it has just about everything you need to turn a straightforward PC into a multimedia games powerhouse. Its main selling point is that the whole caboodle comes in a smart external unit, which has been designed to sit neatly



THE ORIGINAL THE BEST BLASTER

turn
around
sound

THE

PC

SOUND

STANDARD

CREATIVE
CREATIVE LABS

Tel: 0743 248590

under a small monitor. The stereo speakers either slot on each side of the main unit or fit into bases and stand upright up to four feet to the side of the main unit.

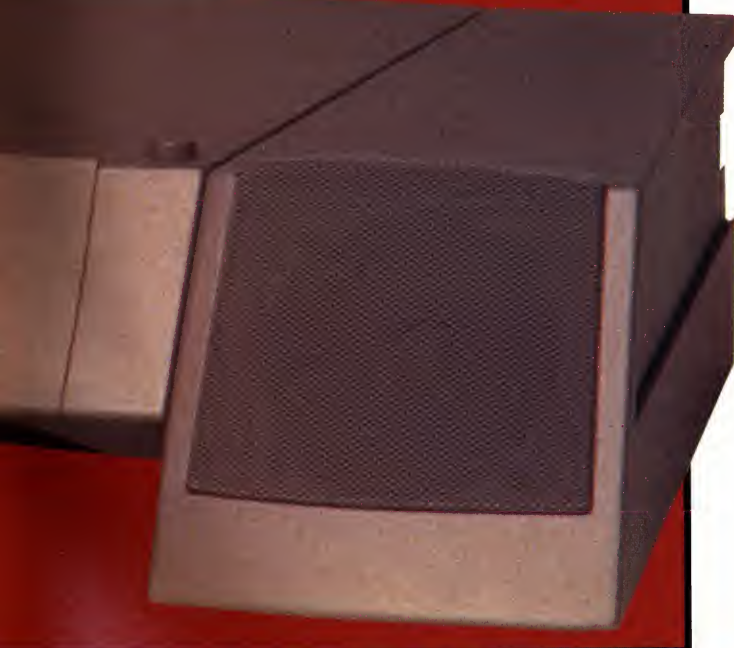
Inside the box is a double speed CD drive and a stereo amplifier. The main unit also houses connections for the supplied condenser microphone and for hooking the *Memphis* up to an external amplifier or hi-fi if you need more welly. The whole thing is connected via a single cable to a special version of the Pro Audio Spectrum 16 soundcard which fits into a spare 16-bit expansion slot. This card also has a SCSI interface. Adding a special bracket to this enables you to add extra SCSI devices at a later date.

A big plus of the *Memphis* is that, not only can you use it as an audio CD player, you can carry on using it as an audio CD player long after your PC has been switched off, broken down or repossessed. Audio CDs can be played either by using the front panel controls or with the supplied software.

In addition to a set of control software, the *Memphis* comes supplied with two children's CD games: *Arthur's Teacher Trouble*, and *Forever Growing Garden*, ExecuVoice voice recognition software, Recording Studio a sequencer, and four games from MicroProse.

Although the *Memphis* may seem expensive, if you add up the individual cost of the components, and take into consideration the convenience, and that you are buying an audio CD player as well, it represents very good value.

Memphis: £704 inc. VAT. Contact SMI on 081 563 2222



Bulletin

AWESome new Sound Blaster

New from Creative Labs is the Sound Blaster AWE32. This latest member of the Sound Blaster family uses the Advanced WavEffects synthesis, patented by EMU Systems Inc. This new technology uses wave sample rather than normal wave table synthesis. This yields symphonic quality and real instrument sound. The card supports 16 channels with 32 voices and special effects such as reverb, chorus, Qsound, vibrato and tremolo. The EMU8000 digital audio processor takes some of the work away from the computer's own CPU and allows complicated sound effects in real time.

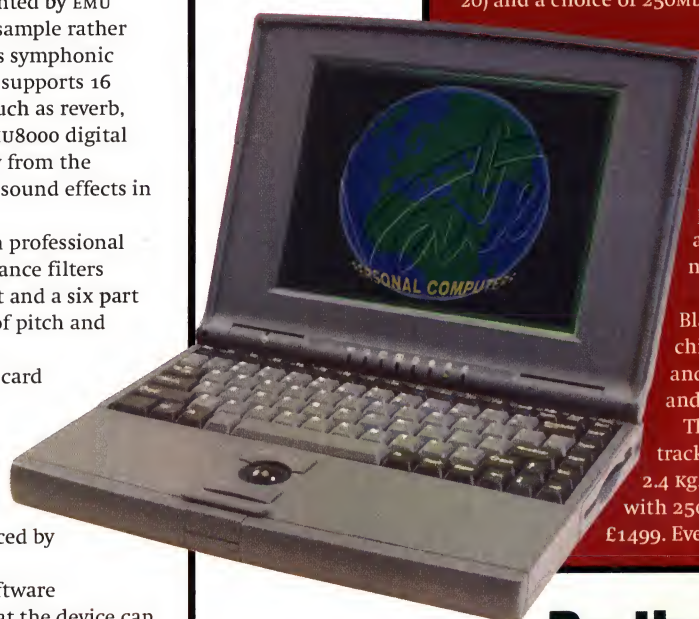
The card has features usually associated with professional systems. There are pitch shifting tools, resonance filters which control the timbre of each instrument and a six part auxiliary envelope for independent control of pitch and timbre.

Sampling is 16-bit and at up to 44.1 KHz. The card also supports the main CD-ROM standards - Sony, Creative and Mitsumi - and EMU's SoundFont library of digital samples, regarded as the finest available. Up to 512k of RAM in 2 SIMM sockets is provided for storing samples; these chips can be replaced by ones of higher value.

The ASP - advanced digital processor - is a software programmable digital signal processor so that the device can be updated to deal with new audio technologies without changing the hardware. The card is 100% backwards compatible with the various other members of the Sound Blaster family.

Nik [sic] Grant, marketing manager at Creative says, 'by providing a solution for musicians who want to produce professional quality music. Sound Blaster AWE32 also enables users to develop multimedia applications through the use of multiple channel audio, downloadable sound and state-of-the-art special effects'.

The AWE32 is priced at £200 and Creative are on 0743 248 590.



Fantastic Voyager

Evesham's Vale range now has a portable. The Voyager has a neat modular design, a host of energy saving features and built in sound capability. The low power - 5 volt - CPUs range from 486SX 33 to 486DX2 66.

The machines come with 4Mb ram as standard (upgradable to 20) and a choice of 250Mb or 340Mb hard disks. They include PCMCIA socket, Serial and Parallel ports and a 160 pin Docking Station. There's a PS/2 connector which allows you to use a mouse.

Display is LCD mono, Dual Scan Passive and TFT Active Colour.

Replacement screens just snap into place. The Voyager has a local bus and an external video socket to drive monitors up to 1024x768 at 256.

Sound capabilities include full Sound Blaster compatibility and a Yamaha chipset. There is a built in microphone and speakers and jack sockets for audio in and earphone.

The full function keyboard includes a trackball and the mono version weighs just 2.4 kg. Prices start at £1149 for the 486SX 33 with 250Mb hard disk. The colour version is £1499. Evesham Micros are on 0386 765 500.

Do the Write Thing

Do you know the difference between a CRPG and an AGA? Would you be able to say who wrote *Elite*, *MicroProse Grand Prix* or *Strike Commander*. Are you aware who the real face is behind Lord British? If these questions don't totally phase you, and if your literate enough not to fail to spot the three mistake's in this sentence, then you're just the person we're looking for. PC Zone is looking to expand its team of freelance writers. So, if you are as mad about PC games as we are, and if you think you're up to joining the ranks of the finest freelance games journalists send a sample review of a recent game, written in PC Zone's style along with a covering letter to: Freelance Applications, PC Zone, 19 Bolsover Street, London, W1P 7HJ.



The beat goes on

The new ScreenBeat 3 stereo speakers from Logic 3 feature built-in amplifier and booster circuitry for optimum sound quality. They are magnetically shielded to prevent monitor interference, compatible with most major sound cards and you can play your Walkman through them. Price is £16.99, Logic 3 are on 081 902 2211.





FREEPHONE
0800 318576
Fax: 0480 496379

CD-ROM TOP TITLES

• 10TH ANNIVERSARY	34.99
BENEATH A STEEL SKY	33.99
• BLOODNET	27.99
CRITICAL PATH	32.99
DAY OF THE TENTACLE	30.99
DRAGONSPHERE	26.99
GABRIEL KNIGHT - SONS OF THE FATHER	32.99
JOURNEYMAN PROJECT	24.99
LANDS OF LORE	30.99
LAWNMOWER MAN	36.99
• MEGARACE	26.99
MICROCOSM	35.99
• MYST	34.99
• RISE OF THE ROBOTS	44.99
SAM & MAX HIT THE ROAD	33.99
• SHADOWCASTER	38.99
• SIM CITY	34.99
• STAR TREK 25TH	CALL
STRIKE COMMANDER	32.99
TFX	32.99



MEMBER OF
DIRECT MARKETING ASSOCIATION

• ACES OF THE DEEP	29.99
ACES OVER EUROPE	26.99
ALONE IN THE DARK 2	28.99
ANOTHER WORLD	10.99
ARCHON ULTRA	21.99
A-TRAIN	13.99
AWARD WINNERS 2	23.99
BATTLE ISLE 2	26.99
BENEATH A STEEL SKY	23.99
• BRUTAL SPORTS FOOTBALL	10.99
CAMPAIGN 2	25.99
• CANNON FODDER	20.99
CHAMPIONSHIP MANAGER 93/94 (WINDOWS)	19.99
CHAMPIONSHIP MANAGER (ITALIA 94)	16.99
CIVILIZATION (WINDOWS)	28.99
• COMMANCHE - MAXIMUM OVERKILL	17.99
COMMANCHE - MISSION DISK 2	14.99
CRUISE FOR A CORPSE	10.99

All items are subject to availability.

Post and packing: UK = 75p per item 2nd Class; £1.50 per item 1st Class; £2.00 per item 1st Class Recorded.
E.E.C. = £3.00 per item; Non-E.E.C. = £6.00 per item;

Swift Air E.E.C. = £5.75 per item; Swift Air Non E.E.C. = £9.00 per item
Next Day Courier = £5.00 per consignment (Up to 5kg. Deliveries Mon-Fri Only)
Titles marked with a * may not be released at time of going to press.
Please telephone for availability, and a full copy of our terms and conditions.
Titles marked with a + are available at the price shown while stocks last.

* PC ZONE RECOMMENDED APRIL 1994 ISSUE

** PC ZONE CLASSIC APRIL 1994 ISSUE

ISSEE REVIEW IN THIS ISSUE

OPEN ALL DAY SATURDAY

NAME			
ADDRESS			
POSTCODE	PHONE		
ITEM		PRICE	
ITEM		PRICE	
ITEM		PRICE	
(Please indicate whether you require Disk or CD-ROM)			
TOTAL			

Visa / Mastercard / Switch Number:

Switch Issue No:

Card Expiry Date:

SIGNATURE:

Make cheques payable to:
European Computer User
& send to:
Units A2/A3 Edison Road
St. Ives, Huntingdon
CAMBS PE17 4LF

GALLUP CHARTS

So many games, so little time – these days shopping for your PC can be a nightmare. But now, with the help of Gallup's handy household charts, you can check out what you should be playing. There's something for everyone here: full-price PC titles, budget games and even a selection of CD-ROM titles.

Top 20 Full Price Titles

1. Sim City 2000	Maxis/Mindscape	£39.99
2. Frontier: Elite 2	Gametek	£39.99
3. Microsoft Flight Simulator V.5	Microsoft	£39.99
4. Premier Manager 2	Gremlin Graphics	£34.99
5. Mortal Kombat	Virgin	£29.99
6. X-Wing	US Gold	£45.99
7. Alone In The Dark 2	Infogrames	£44.99
8. TFX	Ocean	£44.99
9. Indy Car Racing	Virgin	£44.99
10. Starlord	Microprose	£44.99
11. B Wing	US Gold	£20.99
12. Police Quest 4	Sierra OnLine	£39.99
13. Sam And Max - Hit The Road	US Gold	£42.99
14. Star Trek: Judgement Rites	Interplay	£44.99
15. Indiana Jones - Fate Of Atlantis	US Gold	£37.99
16. Sensible Soccer 92/93	Renegade/Mdsce	£32.99
17. Championship Manager 93	Domark	£29.99
18. Sim City/Lemmings	Infogrames	£29.99
19. Gabriel Knight	Sierra OnLine	£39.99
20. Network Q RAC Rally	Europress Softwre	£34.99

Top 10 PC Budget Titles

1. Sim City 2000 Demo Disk	Maxis/Mindscape	£2.99
2. Monkey Island	Kixx XL	£16.99
3. Eye Of The Beholder	Kixx XL	£16.99
4. Another World	Kixx XL	£14.99
5. Fun School 2 Under 6	Hit Squad	£9.99
6. Championship Manager Data Disk	Domark	£9.99
7. Winter Challenge	Hit Squad	£12.99
8. Links - The Challenge Of Golf	Kixx XL	£16.99
9. Police Quest 1	Kixx XL	£16.99
10. Wing Commander	Hit Squad	£14.99

Top 10 CD-ROM Titles

1. The Lawnmower Man	SCI	£54.99
2. Rebel Assault	US Gold	£45.99
3. Gabriel Knight	Sierra OnLine	£44.99
4. Day Of The Tentacle	US Gold	£45.99
5. Iron Helix	Microprose	£39.99
6. Comanche Maximum Overkill	Novalogic	£49.99
7. The Journeyman Project	Gametek	£39.99
8. Super Strike Commander	Electronic Arts	£49.99
9. Microcosm	Psygnosis	£49.99
10. Dracula Unleashed	Mindscape	£49.99

CANNON FODDER



GAME OF THE MONTH £20.99

PC TITLES

• CYBERSPACE	25.99	POLICE QUEST IV	25.99
• DAEMONSGATE	CALL	POWERMONGER	10.99
DAY OF THE TENTACLE	26.99	PREMIER MANAGER 2	21.99
DARKSUN SHATTERED LANDS	31.99	PRIVATEER	30.99
• D-DAY	CALL	PRIVATEER - RIGHTEOUS FIRE	14.99
• DELTA V	29.99	QUEST FOR GLORY IV	25.99
DUNE 2	22.99	RAILROAD TYCOON	12.99
DUNGEON HACK	26.99	RAILROAD TYCOON DELUXE	26.99
• DUNGEON MASTER 2	CALL	REALMS OF DARKNESS	19.99
EUROPEAN CHAMPIONS	19.99	RETURN TO ZORK	26.99
+ EXCELLENT GAMES (Simon & Schuster)	25.99	• REUNION	26.99
• EVASIVE ACTION	26.99	• RISE OF THE ROBOTS (VGA)	29.99
• F14 - FLEET DEFENDER	26.99	• RISE OF THE ROBOTS (SVGA)	31.99
F29 RETALIATOR	10.99	+ ROBOSPORTS (WINDOWS)	11.99
FALCON 3 - HORNET - NAVAL STRIKE FIGHTER	CALL	RULES OF ENGAGEMENT 2	25.99
FIELDS OF GLORY	27.99	SAM & MAX HIT THE ROAD	26.99
FLASHBACK	24.49	+ SENSIBLE SOCCER 92/93	15.99
FLIGHT SIM 5	29.99	SID & ALS INCREDIBLE TOONS	26.99
+ FORMULA 1 GRAND PRIX	18.99	SIM CITY 2000	26.99
FRONTIER - ELITE 2	24.99	SIM CITY DELUXE	17.99
GABRIEL KNIGHT	26.99	SIM CITY/LEMMINGS	17.99
• GENESIA	23.99	+ SIM LIFE (WINDOWS)	9.99
GOBLINS 3	27.99	SOCCER KID	18.99
• GRAHAM GOOCH'S CRICKET	21.99	SPACE HULK	27.99
• GREAT NAVAL BATTLES 2	CALL	• SPACE MOUNTAIN	19.99
+ GUNSHIP 2000	17.99	• SSN-21 SEAWOLF	CALL
HAND OF FATE	23.99	STAR TREK - JUDGEMENT RITES	29.99
HIRED GUNS	27.99	STREETFIGHTER 2	19.99
INCA 2	28.99	STRIKER	18.99
INDY CAR RACING	26.99	STRIKE COMMANDER	30.99
INDY JONES FATE OF ATLANTIS	23.99	STRIKE COMMANDER SPEECH/TACTICAL	14.99
IN EXTREMIS	20.99	+ STARLORD	19.99
• INFERNO	CALL	STRONGHOLD	22.99
JOHN MADDEN FOOTBALL	10.99	• SUPER LEAGUE MANAGER	19.99
KINGMAKER	24.99	SYNDICATE	26.99
KINGS QUEST 6	27.99	SYNDICATE - AMERICAN REVOLT	14.99
LANDS OF LORE	22.99	+ TASK FORCE - 1942	12.99
+ LEMMINGS 2 - THE TRIBES	16.99	TFX	28.99
LINKS PRO 386	28.99	THE ELDER SCROLLS	26.99
LINKS PRO 386 COURSE'S	15.99	• THE SETTLERS	26.99
• LINKS KAPALUA	16.99	TORNADO	26.99
LOST IN TIME	28.99	TORNADO - DESERT STORM MISSION	17.99
MASTER OF ORION	26.99	• ULTIMA VIII - PAGAN	CALL
MICRO MACHINES	19.99	ULTIMA UNDERWORLD 2	24.99
MONKEY ISLAND	12.99	ULTIMA VI - THE FALSE PROPHET	10.99
MONKEY ISLAND 2	24.50	UNNECESSARY ROUGHNESS	26.99
MORTAL KOMBAT	18.99	• VICTORY AT SEA	CALL
+ NFL FOOTBALL	16.99	WARLORDS 2	27.99
NHL ICE HOCKEY	27.99	• WEREWOLF KA-50	25.99
• NODDYS BIG ADVENTURE	19.99	WHEN TWO WORLDS WAR	25.99
NOMAD	19.99	WING COMMANDER	10.99
• PACIFIC STRIKE	CALL	• WIZARD	CALL
PINBALL FANTASIES	25.99	X-WING MISSION (IMP. PURSUITE)-WING	14.99
• POLICE QUEST 3	12.99	+ ZOO	11.99

COVER DISKS

EXCLUSIVE TO PC ZONE

Battle Isle 2

Massive playable demo of the strategy game of the year

VGA ONLY, 4Mb & 386 OR BETTER REQUIRED
SEE PAGE 16 FOR FULL INSTRUCTIONS



Battle Isle 2 is undoubtedly the most anticipated strategy game of recent years, and it certainly lives up to expectations. But you needn't take our word for it, because you can see for yourself by playing the massive demo on our cover disk. It's so huge we've had to put some of it on the second disk. But don't worry, we've still managed to squeeze three more great games on too!

Battle Isle 2

The strategy game of the decade is back, but now it's had a host of new features bolted on. Check out our review on page 106 and you'll see why we're so excited about it. But we wanted to give you the opportunity to find out for yourself how absorbing *Battle Isle 2* is, so we've asked Blue Byte to put together this massive scenario featuring most of the units available in the complete game. Your objective is simply to eliminate your enemies and survive.

How to load Battle Isle 2

To load *Battle Isle 2*, log onto the drive and directory in which you have installed it and type:

B12

You must have your additional memory

EXCLUSIVE TO PC ZONE

OVERKILL

The ultimate shoot 'em up

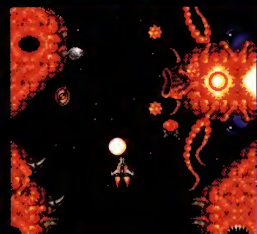
SPIDER RUN

A dangerously addictive puzzle game (Requires mouse)

PILE ON

Top-notch card game for Windows (Requires VBRUN300.DLL)

EGA/VGA SEE PAGE 16 FOR FULL INSTRUCTIONS



Take your next holiday on *Battle Isle*: sun, sand surf, and storm troopers.

How to play Battle Isle 2

- 1 Mapped Territory
- 2 Unmapped Territory
- 3 Control Bar
- 4 Control Bar Descriptions
- 5 Experience Level
- 6 Cursor-Location
- 7 Unit-Name
- 8 Fuel
- 9 Number of Units
- 10 Ammunition
- 11 Available Weapons
- 12 Your Units
- 13 Enemy Units
- 14 Allied Units
- 15 Road
- 16 Railroad
- 17 Cursor
- 18 Building
- 19 Aldinium Crystal

configured as EMS and your mouse driver installed before you attempt to boot up and run *Battle Isle 2*.

In this simulation, you play the blue force, your enemy is the red force, and the other three forces, orange, green and grey will align themselves according to their initial dispositions and the course of the battle. The action is divided into rounds. In each round you have the opportunity to move, attack, or perform other functions with as many of your units as you wish. Once you have completed all the actions that you can or wish to perform, you end your turn and allow the computer-controlled players to move.

To make a move, you should move the cursor over the unit you want to manipulate and press and hold the left mouse button. One or more icons will appear in the control bar at the bottom of the screen. Move the mouse left or right until the relevant icon is highlighted and then release the button to activate it.

Unit Functions

Move: When this icon is selected, the possible destinations for the unit will be shown. Simply click on the required destination to make the move you want.

Attack: If there are enemy units in range they will be highlighted. Click on the unit or feature

that you wish to attack, keeping the mouse button depressed, and a series of icons will appear which represent the various weapons you have at your disposal. Move the cursor left or right to select the most appropriate weapon for the

unit you wish to attack, then release the mouse button. The battle will be shown in a 3D sequence.



How to install your cover disk

So that we can pack as much as possible onto each disk, all the games and demos are compressed. Before you can run them, you will need to install them on your hard drive. To install *Battle Isle*, insert disk one into a 3.5" disk drive and type:

A:

or whatever drive letter is appropriate. Now start the installation program by typing:

INSTALL

The program will ask you where you want to install *Battle Isle 2* and check that there is enough space. You should select option 1 on the following menu to confirm the installation. At some stage the program will ask you to swap disks. At this point please remove disk one and insert disk two. After all the files have been copied to your hard drive you must choose your sound and music options.

To install the other programs place your cover disk into a 3.5" disk drive and make that drive current by typing:

A:

or whatever drive letter is appropriate. Now start the installation program by typing:

DISKZONE

The installation program will display a list of the programs on the disk. Use the cursor keys to highlight the program you wish to install and then press RETURN. The installation program will suggest a drive and directory. If you wish to install the program to an alternative drive or directory, backspace over the default location, enter a new one and then press RETURN. If you are happy with the default location, simply press RETURN.

You should now see the files being listed as they are installed on your hard drive. Once the program has been successfully installed you will be returned to the program list where you may select another program or press ESC to exit to DOS.

May



Contents: This shows a screen with details of units stored in the selected item.



Other icons are shown in the bar below: They operate in similar ways to those described above.



Information: This shows a screen with technical information on the selected unit. If no unit is currently selected, it shows information on the current state of the campaign.

Energy Efficiency

To be able to produce new units or repair old ones you need energy. This is supplied in the form of aldinium crystals which can be found lying around the landscape. You should collect aldinium crystals by moving over them with units capable of carrying cargo. Then transport the cargo to friendly buildings. Good Luck.



Icons

- 1 Overview Map
- 2 Abort
- 3 Repair
- 4 Produce new units
- 5 End Turn
- 6 Refuel
- 7 Menu
- 8 Attack
- 9 Contents
- 10 Move
- 11 Perform Action
- 12 Information

CD-ROMs from

UNICA LIMITED

The Largest Range

The Best Prices

The Latest Titles

The 'Bundle' Price is for when you buy hardware, otherwise use the 'Normal' price.

Normal Bundle	
Animals of San Diego Zoo MPC	£35 £15
Art of Multimedia	£20 £10
Artists Teachers Troubles	£35 £19
Authorware Star	£30
CD Game Pack 2	£20 £15
Chesmaster 3000 MPC Pro	£35 £15
Composer Quest	£35 £19
Dune	£39 £20
Electronic Lib of Art Vol 1, 2 or 3	£40 £25
F15 Strike Eagle III	£49 £15
Family Doctor	£45 £15
Fatty Bears Birthday Surprise	£45 £25
Garden of Unearthly Delights	£25 £15
Global Explorer	£79 £69
GI Cities of the World Vol 1 & 2	£29 £19
Grolier MPC Encyclopedia V6	£99 £49
Guinness Disk of Rec'd 1993 MPC	£40 £20
Hutchinsons M/M Encyclopedia	£99 £49
Jones in the Fast Lane	£25 £15
Jurassic Park	£39 £35
Just Grandma and Me	£30 £18
Kings Quest IV	£25 £15
Kodak Photo CD Access	£20 £10
Learning Lotus 123	£29 £20
Loom	£30 £15
Magic Lantern	£29 £20
Mavis Beacon MPC	£30 £15
Mayo Clinic	£35 £15
Mega Movies Guide	£34 £30
Microsoft Art Gallery	£44 £35
Microsoft Cinemania 94	£44 £35
Microsoft Dinosours	£37 £30
Microsoft Encarta	£39 £70
Microsoft Multimedia Beethoven	£37 £30
Microsoft Multimedia Mozart	£37 £30
Microsoft Multimedia Stravinsky	£37 £30
Microsoft Musical Instruments	£37 £30
Mixed Up Mother Goose	£25 £15
Monkey Island	£40 £15
Newsweek Interactive	£40 £15
Oceans Below	£30 £15
Rebel Assault	£39 £35
Return to Zork	£39 £20
Rom Material	£19 £15
Secret Weapons of the Luftwaffe	£30 £15
Sherlock Consulting Detective II	£35 £15
Space Shuttle	£29 £15
Star Trek - The Original Series	£49 £45
Star Trek - The Next Generation	£49 £45
The Journeyman Project	£45 £39
TFX	£39 £35
Toolworks Reference Library	£30 £10
World Atlas V4 MPC	£49 £15

E9 SPECIALS £75 FOR TEN

AA Hotels & Restaurants	
Anecdote 1, 2 or 3	
Bibles & Religion	
California Collection	
Clipart Warehouse	
Computer Reference Library	
Deathstar Arcade Battles	
Dictionaries & Language	
Encyclopedia of Sound	
NEW Games Jamboree	
Gardening	
NEW Halo Desktop Imager	
Ham Radio	
NEW Hugo's House of Horrors	
Hutchinsons Text Encyclopedia	
NEW Mantis	
Original Shareware	
Our Solar System	
PC Home Magic of Multimedia V1	
PC SIG V11	
Racecar 1001 Utilities	
Racecar Business Assistant	
Racecar Games Arena	
Racecar Learning Adventure	
Selectware	
Shareware Gold II	
Software Vault Vol2	
Sound Sensations	
Technotools	
Too Many Typefonts	
Visions of Saturn	
World Traveller	

E9 SPECIALS £40 FOR FIVE

HOT SOUND VISION
£19
WARNING!!!
Sizzling cool stuff!
All the best music and all the best psycho, rave, punk and twisted graphics found on the electronic highway of internet!



NEW CICA December 93	£17
The latest 660MB of Windows Shareware	
GIGA Games - over 3000 games	£17
GIFS GALORE-5000 GIF images	£19
SIMTEL October 1993	£17
Over 9,000 files of MS-DOS shareware.	
LIBRIS BRITANNIA	£30
600MB+ of superb pd and shareware.	
SPACE & ASTRONOMY	£25
1,000 NASA images, 5,000 text files !!	
HOBBS OS/2 (October 93)	£17
OS/2 freeware and shareware.	
C USER GROUP (December 93)	£35
Complete collection of C source code.	
QRZ HAM RADIO	£17
LINUX	£40
Unix Clone with GNU & X-Windows	
X11RS/GNU	£35
NEW FRACTAL FRENZY	£25

HEAVEN CD-ROMS

8 superb CDs covering multiple subjects.
CLIPART HEAVEN
1000s of 300+ dpi images - TIF, CDR etc
SHAREWARE HEAVEN 2
Complete Library at your fingertips!
WINDOWS HEAVEN
The ultimate Windows Collection
COOKBOOK HEAVEN
Over 20,000 recipes, diet and health
ADVENTURES IN HEAVEN
Hundreds of games
SOLAR HEAVEN
Best collection of astrology and astronomy
LEARNING HEAVEN
Hundreds of educational programmes
STRAIGHT FROM HEAVEN
An excellent religious CD-ROM
£15 EACH OR £99 FOR THE COLLECTION - HEAVEN!

& The Drives etc

Media PRO CR-562
Double-speed, Multi-session, Tray loading, Photo-CD compatible
plugs directly into your SoundBlaster Card.
FREE: Opti-CD Caching Program
(Increases CD access time by up to 20 times).
Bundle includes Mantis CD-ROM game, AA Hotels & Restaurants Guide, Anecdote CD-ROM Magazine and Halo Desktop Imager with Photo-CD Access

SPECIAL OFFER

DRIVE ONLY INTERNAL	£139
DRIVE WITH BUNDLE	£169
EXTERNAL DRIVE EXTRA	£80
ISA INTERFACE CARD	£20
TWIN DRIVE TOWER	£395

Sound Cards

SB Pro Basic (Card Only)	£59
SB Pro Deluxe	£79
SB 16 Basic (Card only)	£115
SB 16 MCD	£139 AdSP £169
SB 16 SCSI-2	£169 AdSP £199
Waveblaster u/g for SB 16	£145
AdSP u/g for SB 16	£49
MediaVision Pro Audio 16	£75
Basic To Clear	£129
Portable Sound Plus	

Video Cards

Creative Labs VideoBlaster SE	£199
Creative Labs TV Coder	£119
Real Magic - MPEG Video Card	£329
Intel Smart Video Recorder	£375
Screen Machine II	£695

CD-ROM Caddies £3.95 or £35 for 10

Pioneer DRM604x Quad Speed Autochanger only £899



MEDIA PRO 16 MULTIMEDIA UPGRADE KIT

CR562 Double Speed CD-ROM Drive
Genuine SoundBlaster 16 Sound Card
Mains powered Speakers and Microphone
Featuring 5 CDs
Hutchinson's (British) Multimedia Encyclopedia
Return to Zork, Mantis
F15 Strike Eagle III, Halo Desktop Imager
£349 Internal £399 External

£349

TEXEL SCSI DOUBLE SPEED+ CD-ROM DRIVE

If you want the fastest Double Speed CD-ROM drive and reliability - Buy Texel - not Toshiba !!!

DOUBLE SPEED PLUS
335 k/sec Transfer Rate, 240ms Access Time
SCSI Interface, Photo CD & XA compatible (Multisession)
NEW Free Kodak Photo-CD Access Software

INTERNAL	£299
EXTERNAL	£379
Trantor T130 SCSI Interface Card Only	£45 Extra

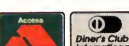
MEDIA PRO SCSI DOUBLE SPEED+ MM UPGRADE KIT

Texel 3028 Double Speed+ CD Drive
SoundBlaster PRO 16 SCSI Sound Card
Voice assist, Mains Powered Speakers, Mic
Featuring 10 CDs
Grolier Encyclopedia, Return to Zork, F15 Strike Eagle III, Anecdote Vols 1, 2, & 3, AA Hotels & Restaurants Guide, Hot Sound & Vision, Mantis and Dr Halo Desktop Imager.

INTERNAL	£549
EXTERNAL	£629

UNICA LIMITED

UNICA HOUSE MOWBRAY ST STOCKPORT CHESHIRE SK1 3EJ UK
FAX: 061 477 2910



ORDER HOTLINE 061 429 0241



All prices exclude VAT & carriage (£4.00 CD-ROM & Software £10.00 Hardware) E&OE
Prices subject to change. Contents of packs may vary. 10% Restocking Fee for Non-Defective returned goods.



Spider Run

If you enjoyed *Pipemania* you'll love this new game from Soleau Software, the top creator of shareware puzzle games. The objective is to keep a spider moving through its web for as long as possible by rotating blocks to create a pathway. On the way you can collect bonuses by eating flies and going through special bonus sections.

How to start Spider Run

Log onto the drive and directory in which you have installed Spider Run and type:

SPIDER

Full instructions are displayed within the program.

Pile On

We know there are solitaire games aplenty for Windows, but this one caught our eye because it is easy to learn and play, but surprisingly compulsive nonetheless.

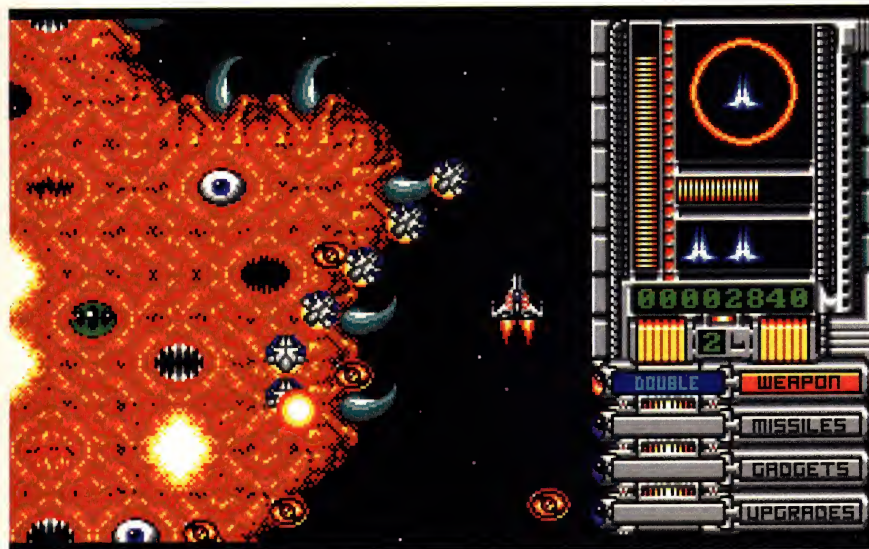
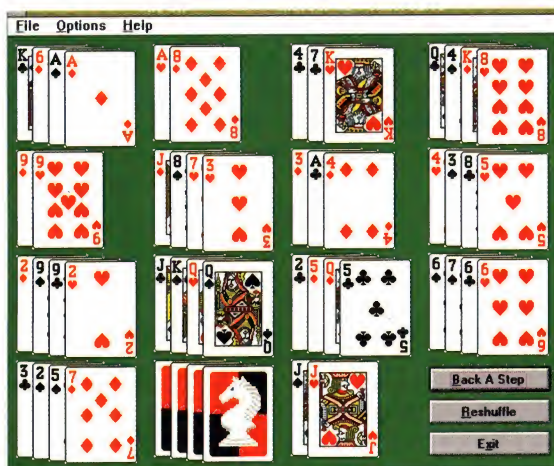
How to start Pile On

Start Windows, select RUN from the FILE menu and enter:

PILEON

preceded by the drive and directory in which you have installed it. Alternatively you can set up *Pile On* as a new item in Program Manager and subsequently start it by double-clicking. Consult your Windows documentation for instructions on doing this.

Pile On is a Visual BASIC program and will not run if it cannot find the VBRUN300.DLL file. If you have Visual BASIC you should have this file. If not, it is available from certain bulletin boards and shareware libraries.



Overkill

From Epic Megagames comes the very best vertically scrolling shoot 'em up since *Xenon 2*. This version has two planets from the full game. Your objective is to destroy the guardian aliens at the beginning of each level and then proceed through the alien environment, blasting everything that moves (and everything that doesn't for that matter).

How to start Overkill

Log onto the drive and directory in which you have installed Overkill and type:

OVERKILL

Full instructions are displayed within the program.

IMPORTANT

P*C Zone* makes every effort to ensure that its disks and the programs contained on them are fault free, virus free and work as advertised. However, *PC Zone* and its suppliers and distributors can accept no liability for loss or damage to hardware or software however caused. The cover disk supplied with this issue is used at the discretion and risk of individual readers. Use of this cover disk implies acceptance of these terms.

Some of the programs on these disks are shareware. They are supplied as an evaluation service to our readers. If you like these programs and intend to go on using them, you should register them. In return you will usually receive updated or additional programs and other bonuses.

HELP!

If your cover disk won't load, or doesn't operate as expected, you can call our technical helpline: Matthew on 0274 736990. The helpline operates between 9am and 4pm weekdays. If possible, please have your computer operating and your cover disk ready when you call the helpline. If your computer is not near the phone, please note down as much information about your system and the nature of the fault as you can, and have a pen and paper handy when you call.

If, having called the helpline, you are advised that the disk needs returning, please place it in a padded envelope, along with your return address and two 19p stamps, and send it to: *PC Zone Disk Returns* 14, TIB PLC, TIB House, 11 Edward Street, Bradford, BD4 7BH.

Please do not return faulty disks to *PC Zone*. We do not stock replacement disks and we will be unable to help you.

PC Zone's Green Disk Initiative

If you're a regular reader of *PC Zone*, you'll notice a difference in our cover disks. Many of them have labels for other products underneath the *PC Zone* label. The reason? *PC Zone* has made a firm decision to use recycled disks. The disks we recycle are all spares from production runs of high quality, professional applications. We have also decided not to remove the original labels because this way we can avoid the use of potentially hazardous industrial solvents. We hope our readers will not be inconvenienced by this change of policy which we believe is beneficial both to the environment, and to our readers, because we can supply them with higher quality disks than would otherwise be possible.

GAMETEK

For anyone who plays chess **King's Table** will prove to be an easy game to get to grips with, or others the game has been designed to be simple to play." **PC PLAYER**

Available for
PC COMPATIBLES,
PC CD-ROM and CBM AMIGA



"**Daemonsgate** is a role-player's dream. It is a complex and masterfully done game which must be experienced to be appreciated." **EGM (94%)**

Available for
PC COMPATIBLES
and PC CD-ROM

A stranger in a
strange universe.
Far from home.
Far from alone
and nowhere to go
except further.

NOMAD

"I found **Nomad** very addictive, even coming into the office to play it at the weekend. **Nomad** certainly gives the best a run for their money." **PC PLAYER 4/5**

Available for
PC COMPATIBLES
and PC CD-ROM

"**The Journeyman Project** is a stunning game which you just have to buy. You haven't seen or played anything like this ever before – and it only costs £39.99." **PC POWER**

Available on **PC CD-ROM**
and MAC CD-ROM



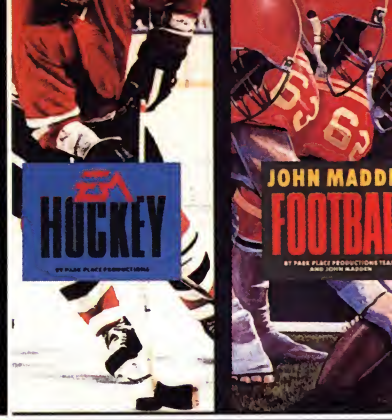
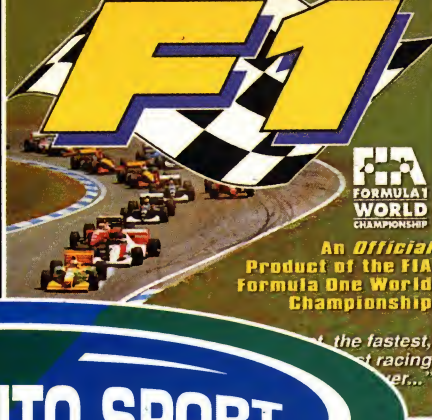
NOW SHOWING ON A PC NEAR YOU

GAMETEK

GAMETEK (UK) LIMITED, 5 Bath Road, Slough, Berks, SL1 3UA

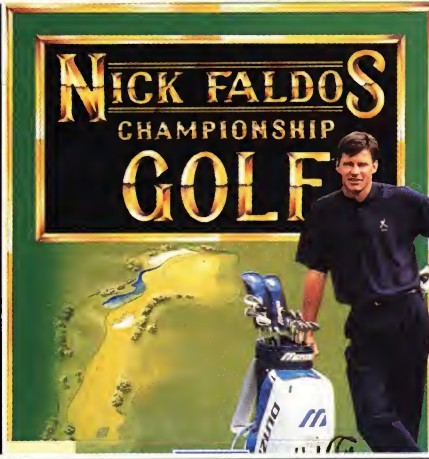
Nomad and Papyrus are trademarks of Papyrus Design Group Inc. King's Table 1993 Imagitec Design Inc.
Daemonsgate is a trademark of Imanitec Design Inc. The Journeyman Project 1992 Presto Studios Inc. All rights reserved

32 great
sports
games...



CRICKET

...with
free
accessories

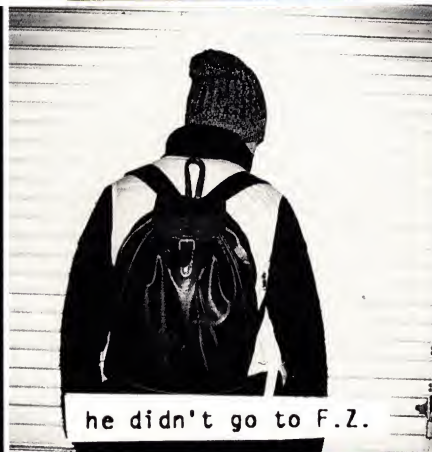


*check out the "free games" promotion

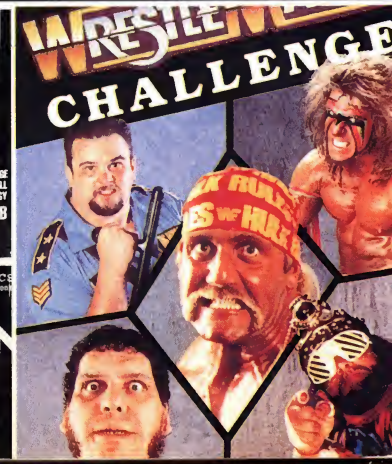
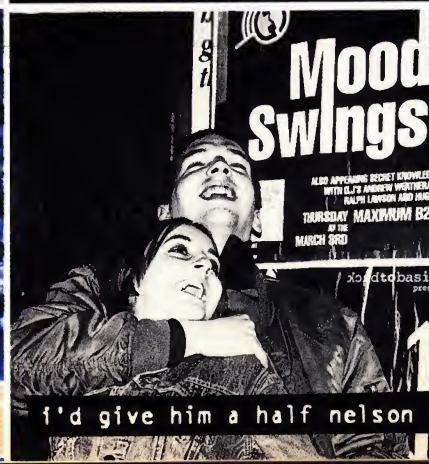
- + latest releases
- + greatest offers
- + test zones
- + over 80 stores
- + for your nearest store phone

0891 332288

calls cost 39p/min cheap, 49p/min other times
Av. cost £1. If under 18, ask permission before you call.

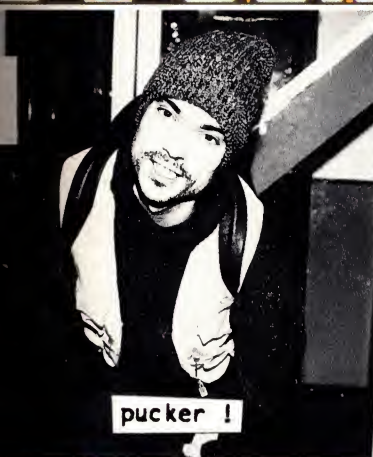


the
games
people
play

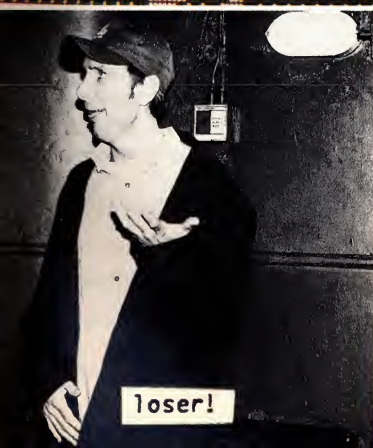
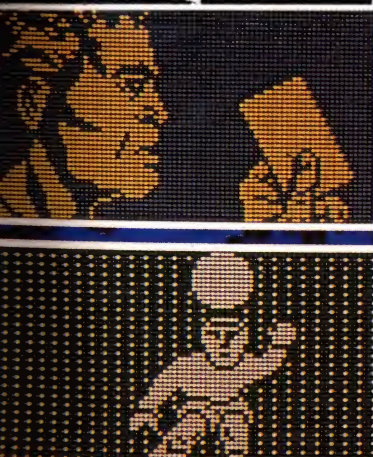




wembley !



pucker !



loser!

PREMIER MANAGER 2

THE NEW SEASON



The undisputed title holder in football games.

• GRAPHICAL GROUND IMPROVEMENTS WITH 64 INDIVIDUAL SPONSORS

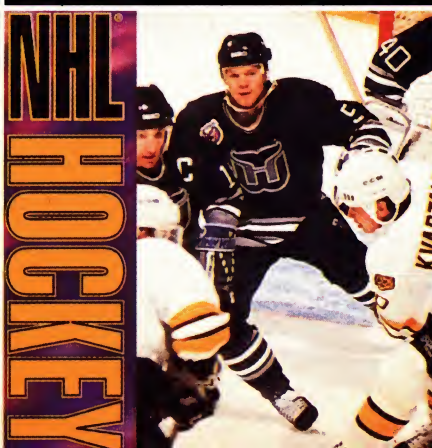
• ARRANGE FRIENDLY FIXTURES WITH CRACK EUROPEAN OPPOSITION
• EXTENDED IN MATCH COMMENTARY AND SUPERB HIGHLIGHT ANIMATION

• MATCH REPORT SYSTEM FOR EVERY SINGLE GAME PLAYED • 486 PLAYING STYLES

SPRING INTO SPORT

great pc compatible titles to choose from

buy any of the 32 "spring into sport" games and get a free accessory. look for the special stickers and details instore.



NHL HOCKEY

RALLY



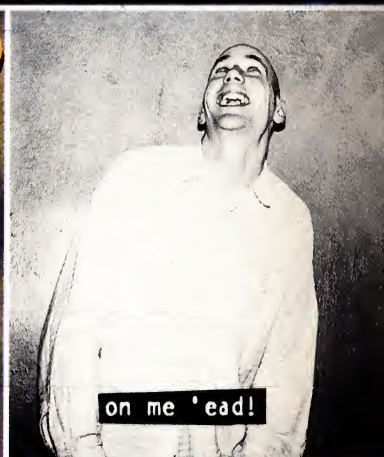
nice set of wheels

PC COMPATIBLE

striker.....	£29.99	£19.99
rally	£34.99	£24.99
premier manager 2 ..	£34.99	£24.99
nick faldo championship golf.	£39.99	£24.99
nhl hockey.....	£44.99	£24.99

FREE competition pro joystick for pc (instore price £19.99)

subject to availability promotion ends 9th may



on me 'ead!

Future ZONE

GAMES CENTRE

the uk's no.1 specialist in computer and video games

GRAB

SOME

HAWK JUNIOR (TP189) rrp £10.99

*New digital design. *No trimmer required. *Automatic Centering for IBM® PC/XT/AT 386/486 and compatibles.

HAWK+ (TP123) rrp £12.99

*Ergonomic new design. *Auto centering and free floating operating modes. *High speed autofire capability. *For use with IBM® PC/XT/AT 386/486 and compatibles.

PC SERIAL MOUSE (TP170) rrp £19.99

*High Quality, three button microswitched mouse. *Complete with driver software & a 9.25 pin adaptor. *Ensures smooth, accurate and responsive movement. *For use with IBM® PC/XT/AT 386/486 and compatibles.

MOUSE MAT (TP301) rrp £1.99

*Attractive, high quality TecnoPlus® mouse mat.

PC GAME PACK (TP187M) rrp £29.99

*Includes a superb Hawk+ autofire analogue joystick and a variable speed Smart Card. *All you need for instant joystick control. *For use with IBM® PC/XT/AT 386/486 compatibles.

SMART CARD (TP163) rrp £19.99

*Game card complete with calibration software. *Supports 4.77 to 80 Mhz clock speed. *For use with IBM® PC/XT/AT 386/486 and compatibles.

POWERSOUND 2 Multi Media PC Speaker System (TP403) rrp £19.99

*Booster circuitry to enhance stereo sound. *Magnetic shielding protection. *Battery or mains operated. *Designed to be mounted on to the side of a computer monitor.

EAGLE (TP191) rrp £14.99

*Featuring two fire buttons and turbo fire selector. *No trimmer required, automatic centering without adjustment. *For use with IBM® PC/XT/AT 386/486 and compatibles.

POWERSOUND Multi Media PC Speaker System (TP402) rrp £19.99

*Magnetic shielding protection. *Battery or mains operated. *Can be mounted on to a monitor for maximum convenience. *Dynamic amplified stereo sound.

PC SOUND SYSTEM 2 (TP803)

rrp £119.99

A COMPLETE SOUND KIT FOR IBM® PC/XT/AT 386 & 486 AND COMPATIBLES INCLUDING:

- *100% Sound Blaster compatible sound card.
- *Ergonomically designed Hawk+ joystick. *A pair of high performance PC speakers. *Bundled with Voxkit Voice Utilities, Talking Parrot, FM Intelligent Organ and Jukebox for Windows 3.1 software.

A TERRIFIC PACK OFFERING TREMENDOUS VALUE.

LOOK OUT FOR:

*The TecnoPlus® Dust Covers & Disk Boxes.

TECNOPLUS®

TecnoPlus® products are available from:
WH Smith, Virtual Reality, Virgin Retail, PC World,
Our Price, The Home Entertainment Corp, HMV,
Future Zone, Dixons, Currys, Byte Computer Store,
Beatties ... and all good computer stores.

SKETTY CLOSE, BRACKMILLS BUSINESS PARK, NORTHAMPTON, NN4 0PL TEL: 0604 768711 FAX: 0604 769945

All prices are recommended retail prices and are correct at time of print. E & OE. IBM XT/AT are registered trademarks of International Business Machines Corporation.



The Joy Of Sticks

Don't know your analogue from your digital? Or your joystick from a joypad? Are you too embarrassed to ask for a Thrustmaster? Then let **Simon Bradley** be your guide through the huge and sometimes intimidating world of the joystick.



VIEWING JOYSTICKS is an act requiring almost military precision. You have to choose your games wisely to cover every joystick eventuality, making sure that each genre has been represented. I chose an arcade adventure, *Prince Of Persia*; a cutesy platform romp, *Fire And Ice*; a flight sim, *MiG-29* and a sports sim, *Mike Ditka Ultimate Football*. Obviously what a stick costs can be as important as what it can do and joystick prices can vary substantially. The sticks are grouped by price band rather than quoting exact prices because the competition between suppliers means that you will almost always get a discount somewhere if you shop around. As a guide, though, budget sticks are up to about £15, mid range reach around £25, expensive are up to £40 and the rest are more than that. Joypads are all between £15 and £20.

So what did you really do?

Had a good look at the sticks and fiddled with them. Saw if anything fell off or felt like it would. Looked at the packing, documentation and any installation software that came with the stick. Plugged them in and played the games. Wrote about them. Didn't include scores, but instead summarised what I thought were the best sticks in each range and why.

Is there much of a market for joysticks then?

It would seem so. My sources suggest that the average PC user spends about 3% of the value of his (or her) machine on a joystick, and most will have more than one stick each, swapping them around for different games. On top of this, you have the existing users either replacing broken sticks or upgrading. It also seems that the manufacturers are not too concerned about longevity, as long as the customer buys the same brand again. Of course, this makes sound commercial sense, but does mean that you don't always get the value for money you may hope for. All this adds up to a market worth around £30 million last year, and which is growing steadily. At the moment, the bulk of the market is carved up between Quickshot (who also make Technoplus sticks), Saitek and CH.

What's the big deal? A joystick is a joystick is a...

Well yes. And no. Sort of. There are two fundamentally different types of joystick on the market, with two very different targets. The first to arrive were the digital joysticks. These migrated to the wonderful world of the PC from arcade and console types of machine. The principle behind the digital stick is simple. You move the stick in one of four directions and it works a switch telling the computer to point that way. That's it. Either you are going left, for example, or you aren't. Terrific if all you want is rapid reaction and movement. Crap if you want precision control, like in a flight sim. To counter this, some bright spark thought up the analogue stick. The further you move it, the more it tells the computer to point that way. Don't ask me how, it just does, okay? This is great for landing your crippled jet on a pitching aircraft carrier at night and in a crosswind, but the slower reaction time means that it'll be crap for arcade games.

...unless it's a joypad.

Finally, just to really confuse things, there are devices called joypads. These are normally associated with consoles, and are ideal for platform games and the like. They work the same way as digital sticks, despite the way they look. Except the Suncom Command Centre, which is analogue.

So they are totally different, then?

No. Well, not really, although there are a few functional differences, as a techie would say. Analogue sticks usually have some sort of trim control to make up for any drift in the sensors. Really expensive analogue sticks have some sort of clever doobry to do that for you. Just remember that if you pause your dogfight for whatever reason and fiddle about with the little wheels on the base of your stick before restarting, things ain't gonna go the way you expect. Oh, and analogue sticks tend to be more expensive. And they break more easily. (There isn't a lot to break in a digital stick).



Technoplus Hawk+

The Product: Feels better than it looks. A slightly loose feel but comfortable and easy to use. Two fire buttons with an autofire facility, plus the ability to make the stick fully floating (ie switch off self-centring. Don't know why, but some folks like it that way). Good strong suction cups on the base and a six foot cable, but some moulding marks and rough edges spoil the effect slightly. The trim controls, while easy to reach and use, are very vague and there is no calibration software supplied with the stick. In fact, there is nothing at all supplied with it.

The Performance: Performed well generally, although it lacks the precision needed for serious flight sims with the loose feel making it easy to over-control. Accurate and fast enough for both the platform games with the loose feel being quite advantageous in places. **Contact:** Technoplus 0604 768711



Quickshot Python 5

The Product: Looks and feels like the budget stick it is. Shares the same handgrip as the Hawk+, but has a shorter shaft. This means that although my hands are by no means large, I found the grip uncomfortable to use after a while. Two fire buttons with autofire and a very small range of movement, although being a digital stick this doesn't matter. Very strong suction cups to the base and a six foot cable. No calibration software supplied or necessary, and no documentation.

The Performance: Quite acceptable for arcade type games, although the size and limited range of movement makes it rather uncomfortable to use after a while. Seriously not recommended for flight sims due to the uncontrollable nature of digital outputs! Works fine for sports and most other games, though. **Contact:** Quickshot 081 365 1993

ON TO
COME —
JOYSTICKS FOR
MACINTOSH & 3DO



Fly higher.

Higher. Faster. Farther.
CH Products is defining new
standards of design and
performance for computer pilots.
We'll empower you to effortlessly
relay commands with a feel of
absolute control... to swoop, loop and
soar like never before.

Move faster.

Get your hands on
the top gun precision
FLIGHTSTICK PRO™, the red-hot
FLIGHTSTICK™, or the beginner's
JETSTICK™ line of joysticks. Or our
lightning-fast GAMECARD 3
AUTOMATIC™. And VIRTUAL
PILOT™, a yoke

Reach farther.

that will defy your
concept of reality. And there's more
on the horizon. From drawing board
to your fingertips, ours is a relentless
pursuit of new and better products.
CH Products began with a dream
25 years ago, and we've never
looked back. Today, we give you
the wings to fly.

Higher.
Faster.
Farther.

CH Products,
PDQ Distribution,
Unit 4 Holford Way,
Holford,
Birmingham, BA 7AX

Tel: 021 344 4241
Fax: 021 356 1652
For all IBM and
Compatible PC's



970 Park Center Drive Vista, CA 92083
Phone: 619.598.2518 Fax: 619.598.2524



TM 1993 CH Products, a Joystick Technologies Inc. Co.



Konix Speedking Analogue

The Product: A handheld stick with an ergonomically designed base that works very well but is spoilt by poor quality mouldings and a hideous vinyl decorative panel stuck to the top. The two fire buttons are mounted where your left fingers naturally lie, which is terrific as long as you're right handed. Instead of a conventional trim setting, there is a press button centre adjuster which calibrates instantly. The self centring mode can be turned off and the cable is plenty long enough.

The Performance: Performance is very good, with the comfortable grip and nicely weighted stick combining to overcome the less than polished appearance. The small stick means that control is really a fingertip job, although this is no bad thing. Flight sims proved to be no problem, and response time was fine for arcade type games, too. **Contact:** Konix 0495 350101



Cheetah PC Powerplay

The Product: An interesting stick with three fire buttons, a steel shaft and a steady base with non-slip feet. Unfortunately, it came apart in my hands. To be fair, it still worked when I re-assembled it, but I was not impressed. The plastic has a nasty oily feel to it, and the fire buttons are a lurid shade of red and feel very imprecise. The stick itself is quite smooth but, being offset to one side, is quite easy to tip it over when getting carried away, although this is more an observation than a criticism. The cable is rather short: I had to cut some moulding marks off the plug before it would fit onto the machine.

The Performance: Broke during testing, although continued to work. Uncomfortable and awkward to use, with a response too slow for good results at arcade games and too vague for flight sims. Did okay at sports where less finesse is needed from the stick. **Contact:** Cheetah 0222 867777



Saitek Megagrip 3

The Product: Well, it certainly looks different, with a trigger guard, chrome pads on the base and a rather snazzy looking dark grey and white design. Surprisingly for such an unusual design, it is also very comfortable to use and it certainly looks like a quality product. Despite this, there is a slightly flimsy and lightweight feel to the stick, and the thin plastic shaft at the base of the stick must raise questions of longevity. Two conventionally placed fire buttons and standard trim switches on the base, along with an autofire switch and a six foot cable complete the picture.

The Performance: Performed brilliantly in *Prince Of Persia*, and well up to the mark for sports and arcade games, although the buttons feel a little delicate when the going gets tough. Not really precise enough for flight sims, sadly. **Contact:** Saitek 0778 344611



Wico Merlin

The Product: A rather nice looking stick which is comfortable to use. It has no outstanding features, although the top fire button is designed to be comfortable to use whether you're left or right handed. Pity then that you have to negate that by pressing it right at the top, though. Two conventionally placed fire buttons with external trim controls sit on the base as usual. As a whole, it seems to be of a good quality and comes with a six foot cable.

The Performance: Performed brilliantly during *Prince Of Persia*, giving exactly the right blend of accuracy and response, and seemed well able to deliver the goods in other games too. The exception to the rule would be serious flight sims. Lacking in sensitivity and accuracy, although not as bad as some. **Contact:** Suncom 0285 642211

THERE ARE NO HOLDS BARRED WITH QUICKSHOT



There's only one joystick for
the serious gamehead - **Quickshot.**

With over **30,000,000** sold already, it doesn't
take a genius to see how popular they are.

And it's just as easy to tell why. There's a
choice of over 30 different styles and levels

(8 and 16 bit), with prices from only
£9.99 all the way up to **£29.99.**



They're compatible with just

about every system available -

**IBM, Nintendo, Sega, Atari,
Commodore, Amiga, you name it.**

And they all have serious standards of
control that are the equal of any arcade you've
ever seen. So make sure you have the
joystick that's a real thrill to handle.



Make sure you have a **Quickshot.**



QuickShot™

Quickshot (Europe) Ltd, Unit D1, Tariff Road, Tottenham N17 0EH
Quickshot is a registered trademark.





CH Mach 1+

The Product: This fingertip style stick is characterised by expensive looking mouldings, eight feet of industrial grade cable and no pointless gadgets. There are two fire buttons, trim controls and a free floating mode for each axis, along with excellent non-slip feet. Although it's a little small for my tastes, I really can't fault it in any way. However, in the heat of the moment, it's quite possible for the whole thing to pitch over onto your lap. It comes with a DRY calibration routine in the manual, which requires a little BASIC programming, and a neat clip which holds the plug onto your games card.

The Performance: Performance was not as good as it might have been, proving uncomfortable for use in the cut and thrust of arcade games. At the same time, it is too small for accurate flight control, although the response from the stick was like lightning in both cases.

Contact: CH 0494 488551



Quickshot Super Warrior

The Product: Four buttons and a throttle wheel make this one of the best equipped sticks available. It seems to be built to a better standard than other sticks of its ilk, with clean mouldings and no sharp edges. The stick has a comfortable rubber grip, and all the buttons are easily accessible although having two buttons on the front of the base takes some getting used to. The buttons are all responsive and the throttle wheel can be turned off if necessary. Six feet of cable with a screw connector and Windows compatible calibration software complete the picture.

The Performance: Performance was good in *Prince Of Persia*, although hard work for no apparent reason. Reaction rates and accuracy were both acceptable. Flight sims and sports games proved no problem, although precision became a little suspect in close-up dogfighting.

Contact: Quickshot 081 365



Suncom FX2000

The Product: Probably gets the award for the most bizarre looking device of the week. Despite this, the general look and feel is one of a quality product. The facility to change the actual layout of the stick to suit left or right-handed players is quite impressive, and it does actually seem that for once, form has been dictated by function. The stick has two conventionally placed fire buttons, trimmers and a throttle wheel on the base, and comes fitted with a six foot cable.

The Performance: Gave a superb performance in both the arcade and sports games, with the ideal combination of weight and speed. Unfortunately, not so good at flight sims, proving both too stiff and too vague for real success.

Contact: Suncom 0285 642211



Gravis Analogue

The Product: Although it has three excellent feeling buttons, it only behaves as a two button stick, each being programmable to be either button A or button B. There is an eight position tension control, and the wide base with foam non-slip pads makes for a stable platform. Also, the stick is padded, making it possibly the most comfortable to use so far, although the lack of a conventionally placed trigger is irritating. There is an excellent utilities disk which includes a program to detect gamecard conflicts within your machine.

The Performance: A little slow in the arcade games. However, accurate enough and very comfortable. Okay in *MiG-29*, but not outstanding. Response and accuracy both good and consistent, though lack of trigger is a turn-off. Provided enough accuracy to do tailslides (tricky!).

Contact: Gravis 0101 31 40 110110 or UK distributors Zye Technology 0293 538666

[illegible]

Advanced GRAVIS



CH Mach 3

The Product: Another fingertip stick, this time with three fire buttons and very neat rotary trimmers which make it almost impossible for you to mess up the calibration of your stick by mistake. There are switches to put either or both axes into free floating mode, eight feet of heavy cable and a proper screw fastened plug. The whole stick has a heavy yet smooth feel, with my only concern being that I don't like small bases, even such solid ones as this. The stick comes with the same DIY calibration routine as the rest of the CH range, although the rotary trimmers should mean that you won't need to use it very often.

The Performance: A very smooth and accurate stick which is well up to the mark for arcade games, sports and flight sims. A little small for really long sessions, but that is down to taste.

Contact: CH 0494 488551



CH Flightstick

The Product: This stick is huge – functionality has triumphed over form in a big way, and this is a very comfortable and functional stick to use. It has two conventionally placed and very smooth fire buttons plus a rotary throttle and the normal trim controls we have come to expect. There is no free floating mode, although you get eight feet of heavyweight cable, a screw plug, excellent non-slip feet and a build quality that feels as if you could never break the stick. The only slight gripe is that it's quite a stretch to the top thumb button. As with the rest of the CH range, you get a DIY BASIC calibration routine and a comprehensive manual.

The Performance: Hugely successful at flight sims, but too slow and unwieldy to survive at either of the arcade games. Brilliantly accurate, sensitive and balanced for anything else.

Contact: CH 0494 488551



Gravis Analogue Pro

The Product: With five buttons, a throttle and a very comfortable handle, this is a well equipped stick. It also has a few quirks. At the base is a disc which prevents it from snapping off. Trouble is, the stick won't go as far to the right as it should, and you can end up trapping your hand between the stick and the base. The five buttons are actually only four, with trigger and one thumb button being duplicates, but the throttle makes up for that. There is a six foot cable, the dinky screwdriver and the excellent utilities software that comes with the rest of the range, as well as the quadra-lingual manual.

The Performance: Good response but a very uncomfortable trigger if used in arcade games. A little slow at quick direction changes, but fine for sports. Possibly over-sensitive for flight sims, needing a lot of time to get used to it.

Contact: Gravis 0101 31 40 110110 or UK distributors Zye Technology 0293

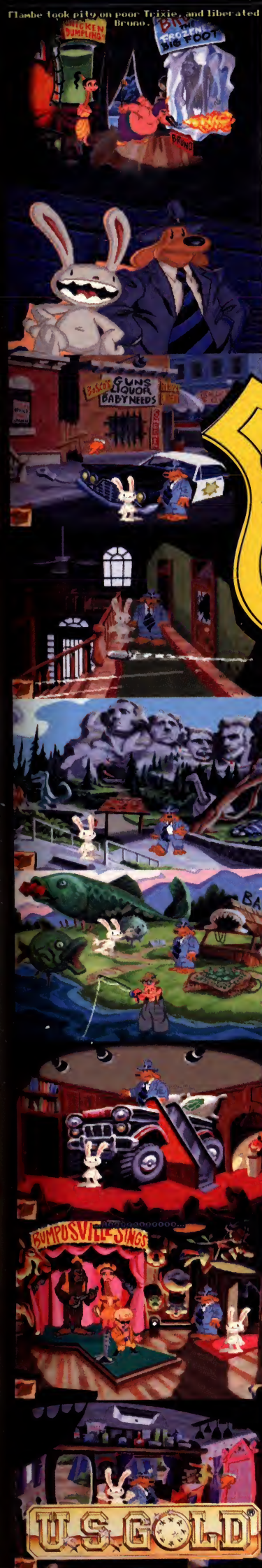


RC Simulations Freeflight

The Product: This is a two button joystick with no base at all. It's slightly curved and rounded at the bottom, the idea being that you rest it on your chair between your legs like a real joystick. The two fire buttons are side by side at the top of the stick, and the whole thing is covered with a shiny rubber coat. It looks a little odd, although it's certainly comfortable to use. It has a six foot cable and a photocopied hint sheet. There is no trim, no calibration program and no gadgetry. The whole thing feels and looks well made, although the fire buttons look as though they belong on an arcade game.

The Performance: Good for sword fighting in *Prince* and an excellent collective lever for helicopter sims. Otherwise, try before you buy because it takes a lot of getting used to. Hopeless at arcade games, but okay for sims if you can get over the tendency to over-control.

Contact: RC 0272 550900



HITCH A RIDE WITH SAM & MAX... THEY DON'T BRAKE FOR ANYTHING!!!



I CAN'T THINK OF
ANYTHING MORE
RELAXING THAN
BEING LOCKED IN A
MOVING CAR WITH A
DELUSIONAL PSYCHOTIC
LIKE YOURSELF,
LITTLE PAL!



THAT'S
REALLY SWEET,
SAM. I MAY WEEP
OPENLY.

NOW
AVAILABLE
FOR
CD ROM

Holy squimoley! Freelance Police Sam & Max are on the trail of Bruno and Bigfoot and his fiancée the giraffe-neck lady. Nothing unusual there. But when Sam is a contemplative canine and Max a trouble-seeking hyperkinetic rabbit, you know you're talking animal crazy.

Bounding across America the furry flatfoots will take you on an irreverent road trip adventure that will put hair on your back. Collide with tacky tourist traps and intimidate their bizarre denizens.

- Edgy animation!
- Twisted humour!
- Gratuitous antisocial behaviour!
- Mini-games to play when you're at work!
- Roadside attractions your parents refused to stop at!
- Full-screen graphics!
- Easy, pop-up verb and dialogue icons!

**So tune up the car, water the cat and make
a half-crazed beeline to your nearest
retailer for Sam & Max Hit the Road.™**
Don't forget to bring clean underwear!

WHAT'S
UNDERWEAR?



AVAILABLE FOR THE IBM PC. COMING SOON FOR THE IBM CD ROM.

Sam & Max Hit the Road™ and ©1993 LucasArts Entertainment Company. All Rights Reserved. Used under Authorization. Sam & Max is a trademark of Steve Purcell. LucasArts is a trademark of LucasArts Entertainment Company. The LucasArts logo is a registered service mark of LucasArts Entertainment Company. IBM is a registered trademark of International Business Machines. AVAILABLE FOR THE IBM PC AND COMPATIBLES. VISIT YOUR RETAILER OR CALL 1-800-STARWARS. Marketed and Distributed by U.S. Gold Ltd., 1-4 Cuckoo Wharf, Lichfield Road, Birmingham B6 7SS. Tel: 021 606 1800.



U.S. GOLD

Strahd's Possession

Presented in High Resolution 320 x 400 256-color VGA, STRAHD's POSSESSION delivers twice the quality of VGA without the cost of a Super-VGA card! So you experience gothic horror role-playing at its best in this visually stunning game.

All this plus a haunting musical score and digitized sound effects will keep you on edge for hours and hours! *Just be careful, things get pretty eerie when the sun sets!*

Available for IBM & Compatibles

on 3.5" disks and
Enhanced CD-ROM.



Marketed and Distributed by U.S. Gold Ltd.
1-4 Cuckoo Wharf, Lichfield Road,
Birmingham B6 7SS. Tel: 021 606 1800



HINTS TIPS N HELP CALL THE
GOLDPHONE
Service provided by U.S. Gold Ltd., Units 1-4
Cuckoo Wharf, Lichfield Road, Birmingham B6 7SB
TECHNICAL SUPPORT HOTLINE 021 328 6418

OPEN TECHNOLOGY DEVELOPED BY DREAMWORKS ENTERTAINMENT, ADVANCED DUNGEONS & DRAGONS, ADDED, RAVENLOFT, THE TSR LORL AND ALL TSR CHARACTERS, CHARACTER NAMES, AND THE DISTINCTIVE
 LICENSEES THEREOF. ARE TRADEMARKS OWNED BY AND USED UNDER LICENSE FROM TSR, INC. 1994 TSR, INC. 1994 STRATEGIC SIMULATIONS, INC. ALL RIGHTS RESERVED.

LUCASARTS: 0839 654 123 Loom • Secret of Monkey Island • Monkey Island 2 • The Ghouls of Rapture • X-Wing • Rebel Assault • Day of the Tentacle • Sam & Max • Indiana Jones and the Fate of Atlantis • Indiana Jones and the Last Crusade • Zak McKracken • Maniac Mansion **DELPHINE SOFTWARE INTERNATIONAL: 0839 654 284** • Flashback • Another World • Cruise for a Corpse • Operation Stealth **S.S.O.: 0839 654 139** Eye of the Beholder • Eye of the Beholder 2 • Heroes of the Lance • Dragons of Flame • Well of Darkness **INFORMATION LINES** Legends of Valour **0839 993 366** Sir-Tech Wizardry III Lame **0839 994 477** **SEGA** **MEGA DRIVE: 0839 114 424** Flashback • Indiana Jones and the Last Crusade • Indiana Jones and the Temple of Doom • Winter Olympics **GAME MASTER SYSTEM AND GAME GEAR: 0839 654 274** Indiana Jones and the Last Crusade • Pavebro • Gauntlet • Star Wars • Heroes of the Lance • Olympic Gold • Winter Olympics **CAPCOM: Street Fighter 2 0839 007 755** • NovaLogic • Command Maximum Overkill **0839 007 725** Please note: The above information was current at the time of publishing 1st March 1994 Calls are hence expensive than ordinary calls and are currently 39p a minute cheap rate and 49p a minute at all other times: **YOU MUST OBTAIN PERMISSION FROM THE PERSON WHO PAYS THE BILL BEFORE CALLING.** Contact U.S. Gold: Tel. 021 625 3388 if you require further technical details



Thrustmaster FCS

The Product: The fcs is modelled on the control column from an F4 Phantom, and has four independent buttons plus a thumb control, normally used for changing views in a flight sim. The stick itself is comfortable to use with a firm but very smooth action, precise buttons and a handrest built in. It has an unusual open throat which gives a wide range of movement; 10 feet of heavyweight cable, the de-rigueur screw plug and a large and sturdy base. It comes with a comprehensive manual, a list of supported games and a wad of background information. There is no calibration program supplied.

The Performance: The forte of this stick is the flight sim. Although too stiff for arcade games, it is possible to play non-flying games after some practice. Teamed up with the wcs throttle, there is presently no better way to fly a modern flight sim.

Contact: UK Distributors RC Simulations 0272 550900



CH Virtual Pilot

The Product: This monster gets around the problem of base instability by clamping to the table. It is a two button yoke with a throttle control lever on top, and it is built to the usual CH quality. Actually using a yoke takes a little getting used to. The turning part is easy, but the pushing and pulling straight instead of just moving your wrist is an unusual feeling. Nonetheless, once you get into it, the yoke is easy to use, smooth and quite accurate. As usual, there is an eight foot cable topped off with a screw plug, and the manual contains a DIY BASIC program for calibration. There are two conventional trim controls, although the opportunity for free floating control is absent.

The Performance: Not very successful at combat flight sims, this needs to be used for ATP or FSS. The response is too slow and linear for dogfighting, so this is not a good device for arcade games.

Contact: CH 0494 488551



CH Flightstick Pro

The Product: Another contender for the least attractive stick, this four button plus 'coolie hat' plus throttle stick is superbly built, very comfortable to use and extremely smooth and precise. It is also stable, thanks to its large base. The rotary throttle is easy to use, and the buttons are smooth and precise. With an eight foot heavy duty cable, screw plug and excellent calibration and diagnostic software, this stick is almost beyond criticism.

The Performance: A very good all rounder. Although best at flight sims, it was fast and loose enough to cut it at arcade games. It really shone when accuracy and a delicate touch were needed, and was one of the few sticks that allowed me to land a MiG-29 safely. Like the Thrustmaster, the extra buttons are used to control a variety of flight sim functions, and are wasted in most other games.

Contact: CH 0494 488551



Suncom G-Force Yoke

The Product: Well built and simple, although not terribly attractive. An extremely practical design, offering the facility to lock the Y axis and just use it as a steering wheel. Fire buttons for each hand and easily reachable trimmers, along with a good quality cable and plug, a throttle and excellent Windows software complete the deal.

The Performance: Like its cousin above, this is really only suited to driving or air transport games. It is too slow for arcades and too linear for combat flight sims.

Contact: Suncom 0285 642211



Technoplus Eagle

The Product: A two button joystick with a turbofire option, six foot cable and nothing else outstanding. It feels very light and a little flimsy, and the thumb controller is rather vague. However, it is not unattractive, and the overall appearance is one of a quality product. It comes with a box.

The Performance: I confess that I was pleasantly surprised when I used this. Although, as it is a digital stick, flight sims were a case of yawing and rolling wildly across the sky until finally crashing, the performance of this pad in arcade type games was excellent. The thumb control still feels vague, but results would suggest that it isn't. It did okay in all the other games, and although not outstanding it didn't drop below par at all.

Contact: Technoplus 0604 768711



Dynapoint Gamestar

The Product: This is unusual in that it plugs into the keyboard socket, thus needing no gamecard. The six button pad connects to a control box, along with the keyboard, which in turn plugs into the keyboard socket. The control box, along with some fairly clever software, allows you to program all six buttons for different functions. The joystick is a little lightweight, although the control pad feels quite precise and has a neat push-in miniature joystick. It has about 10 feet of cable, and comes complete with a comprehensive user guide and a disk full of software (including an episode of *Wolfenstein*).

The Performance: This a bloody good pad and well specified to boot. The installation and programming kit works well, and is easy to use. It performed well in the arcade and sport games when calibrated, and didn't crash any sooner than the others on MiG-29.

Contact: Available on import



Phase 9 Phantom 2

The Product: This multi-function joystick is moulded in clear plastic so, if you really want to, you can see what goes on inside. Although it has six buttons, I think that they actually come down to buttons A and B rapid fire and normal. I am a little vague because there is no documentation with the pad, and the packing doesn't really help much. The overall appearance is quite pleasing, and the whole thing feels to be of a reasonable quality, although there were a couple of rough edges to the mouldings and the cable is only four feet long.

The Performance: Feels okay but unfortunately doesn't work that way. Very vague and imprecise, even on arcade games. Being digital, flight sims were a foregone conclusion, but this pad has the record for the most uncontrolled flight profile ever.

Contact: Euromax 0262 601006



Gravis PC Gamepad

The Product: This doesn't look like most joypads, being completely flat and sort of 'S' shaped. It is, however, beautifully put together, and features the ability to be set for either right or left-handed use at the flick of a switch. It has four buttons, which are semi-programmable and a really precise thumb controller with a screw-in mini joystick. It also has non-slip feet, which allow you to use it as a proper joystick if the mood takes you, and six feet of good quality cable. It comes complete with a utilities and diagnostics disk and the usual multi-lingual manual.

The Performance: Accurate, comfortable and fast, this is the perfect tool for arcade and platform games. Don't take it to a simulator though, because it will be bloody. Does okay at sports games, too.

Contact: Gravis 0101 31 40 110110 or UK distributors Zye Technology 0293 538666



Suncom Command Centre

The Product: This is different. An analogue gamepad. Well put together and comfortable, it's nevertheless not very nice to look at. It has five buttons, although it only functions as a two button pad with turbofire. Feels accurate and quite sensitive, and is equipped with six feet of quality cable and a DIY calibration routine.

The Performance: Proved to be a big let down at *Prince Of Persia* and the other arcade games, being inaccurate and fairly slow to respond. Okay for sports games but no good at all for flight sims. It would appear that the small throw makes it almost impossible to get accuracy, and the overall result is little better than a digital stick.

Contact: Suncom 0285 642211



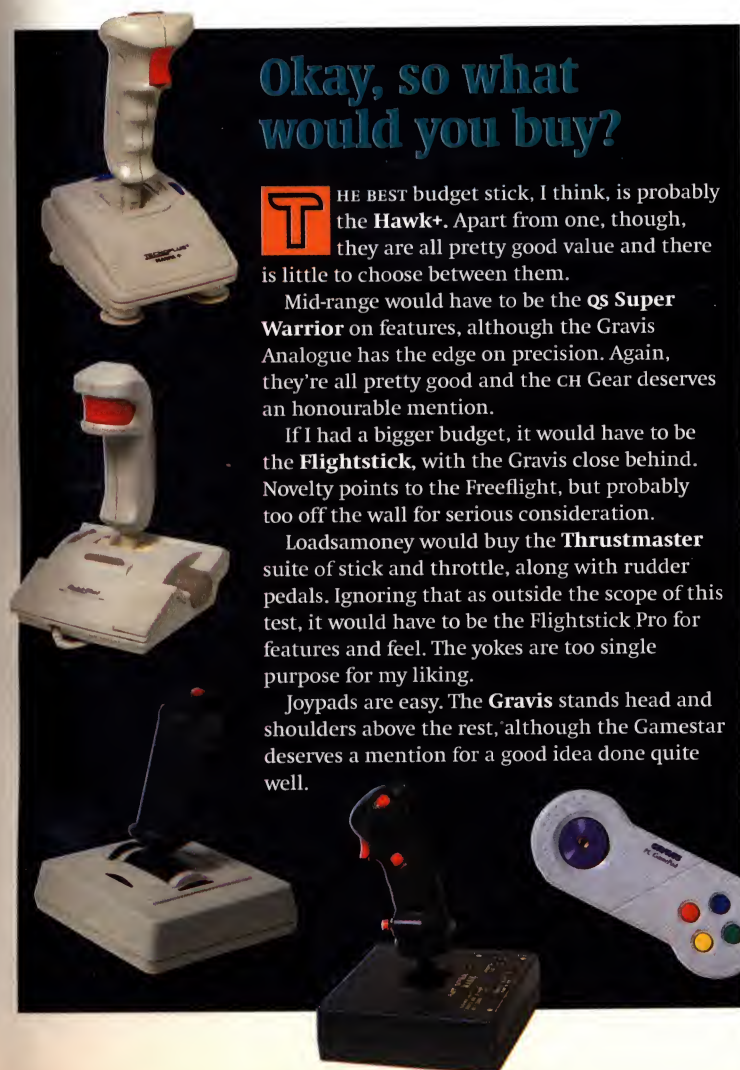
Friendly to your hand. Deadly to your enemy.

If only you had knocked out one more target. If only... No more alibis! Get a new grip on excitement with FX2000. The advanced ergonomic design improves pilot comfort and response—whether right or left-handed.



Now you can dogfight longer, with less combat and flight fatigue. Plus, there's dual fire controls, switchable fire buttons, throttle control, and more. Try FX2000. So good, you won't believe it's real.

FOR IBM AND COMPATIBLE PCs.



Okay, so what would you buy?

THE BEST budget stick, I think, is probably the **Hawk+**. Apart from one, though, they are all pretty good value and there is little to choose between them.

Mid-range would have to be the **QS Super Warrior** on features, although the Gravis Analogue has the edge on precision. Again, they're all pretty good and the CH Gear deserves an honourable mention.

If I had a bigger budget, it would have to be the **Flightstick**, with the Gravis close behind. Novelty points to the Freeflight, but probably too off the wall for serious consideration.

Loadsamoney would buy the **Thrustmaster** suite of stick and throttle, along with rudder pedals. Ignoring that as outside the scope of this test, it would have to be the Flightstick Pro for features and feel. The yokes are too single purpose for my liking.

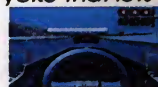
Joypads are easy. The **Gravis** stands head and shoulders above the rest, although the Gamestar deserves a mention for a good idea done quite well.



So real, you may have to notify air-traffic control.

You no longer have to imagine the experience. Because now you can live the dream.

Introducing G-FORCE, the high-tech flight yoke that lets you pitch, roll, bank, soar and never lose control. Activate dual fire buttons, throttle control, and more!



So flexible, it even transforms into a fixed-column steering wheel for driving simulations. Try G-FORCE. It's like a heavy dose of reality.



**Suncom
TECHNOLOGIES**

The Hardware Advantage
for Entertainment Software

6 Merclan Park Close Industrial Estate, Watermoor End, Cirencester, GL7 1LT, UK.

Tel 0285 642211

Mail Order Service available.

Screen shot of WORLD CIRCUIT™ by MicroPress™

FOR IBM AND COMPATIBLE PCs.

Blueprint

Club Manager

PUB: Imagine Home Entertainment/The Software Business

TEL: 0480 496 497

PRICE: £34.99

OUT: End May



The world of football management games is as overcrowded as the Premier League, but still people cry out for more. **Paul Lakin** dons his sheepskin jacket before taking a look at one of the most promising of the new releases.

PATRICK, in his football management feature a couple of issues ago, noted that, although there are a lot of management games around, many of them being very playable, there's still nothing that really takes the biscuit. In this World Cup year there'll be no shortage of pretenders to the crown which is, in my view, currently held by *Championship Manager*. One of the most hopeful seems to be *Club Manager* from Teque which tackles some of the key weaknesses in earlier games.

Thank you Barry

With most football management games there is no real end to which you aspire. You just continue playing until you realise that, despite your indubitable talents for on-pitch strategy and healthy respect for the benefits of the long-ball game, you're never going to get Cambridge United to the top of the Premier League (I came close



(Above) A muddy pitch and no attendance, that sounds about right for the Abbey.

mind you, God knows I came close). And rather like the actor who realises he will never play the Dane, you think: 'Sod this for a game of toy soldiers,' and go back to *Mortal Kombat*.

Not so with *Club Manager*, in which you must retire at 65, (if only the same was true of Bert Millichip) giving you something to aim for and more incentive to play the game again to beat your previous record.

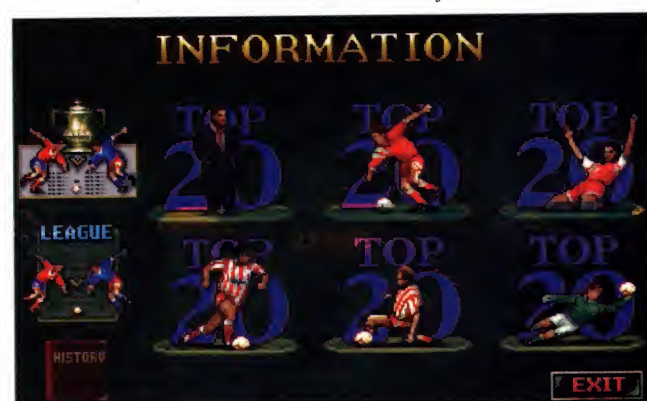
Like *Championship Manager* this will be a four-player game. However, unlike *Championship Manager* you won't be able to do the old trick of managing your favourite team plus a really good side, then selling yourself all their players at

'As with the match itself, the transfer system boasts a high degree of depth.'

knockdown prices (Ryan Giggs, £50,000? It's a deal). Any attempt at asset stripping will bring the unbridled wrath of the Board crashing down on your head. This will be a terrible blow to those like Patrick, who know no other way of playing management games.

As manager you will not only be responsible for the management, but also for all the background stuff like advertising, ticket prices and even the prices in the café. For people (like me) who don't feel this sort of thing is anything to do with the manager then it's possible to ignore this and default to a sort of happy medium. However, particularly for lower divisions, careful juggling of canteen prices can raise money for new players. Ten pence on a Mars bar and three pence on Bovril and a pie, and you'll soon be bringing Gazza back from Italy.

(Above) Modelling their away strip, Blackburn indulge in a bit of dirty dancing.

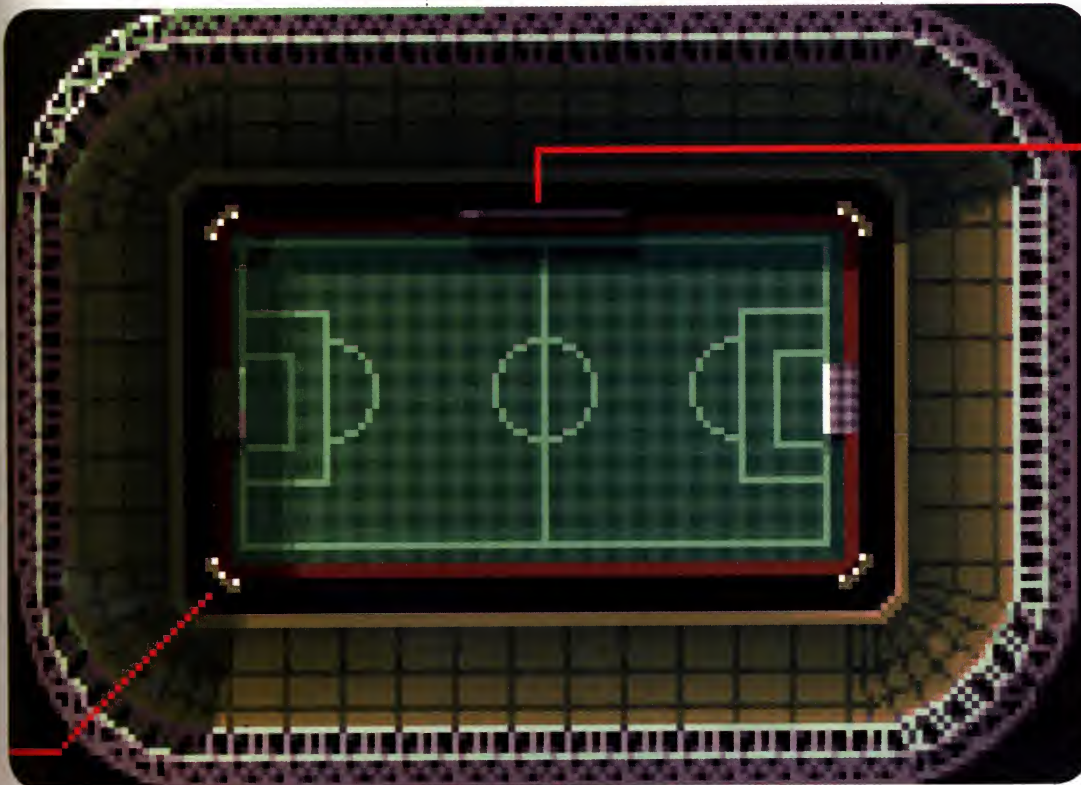


Over to you Alan...

The one backstage element that you simply can't turn a blind eye to is the boot room boys. Your coaches and scouts make a significant difference, especially to the development of young players. Such development is not pre-ordained, and bad choice of coaching staff can destroy a young player's career.

Having got your coaching staff in order it's time to prepare for the match. It's here that the game will really come into its own. Teague are very proud of the Artificial Intelligence in the game (programmed by Justin Heyes-Jones, a graduate in AI) so your tactical decisions really matter. Attempting the old five-man midfield, five-man attack cheat will simply result in the opposition hoofing the ball over your midfield and making a mess of your goal difference. This means a blending of players and an intelligent choice of playing style (based on

highlights. The only game to previously include highlights was the gone but not forgotten *The Manager*, in which the highlights were drawn from a data base of pre-programmed events. In *Club Manager* (where the entire game is 'played') the highlights are actually generated by the process of the game. You'll be able to choose whether you see just the goals or other highlights such as corners, penalties, dazzling runs up the pitch, and other such spectacular plays.



your coach's educated guess as to what formation the opposition will play).

The key difference with *Club Manager*'s tactical preparation is that, as well as choosing a player's position on the pitch, you can choose his area of operation. So you can opt to have your defenders playing like wing backs, prowling right up into the opposition's half or keep them back in the first quarter of the pitch. An example of how you might use this is if you have a striker who ranks high on skill but low on stamina, then you can do a Greaves and leave him hanging around the edge of the opponent's 18 yard box (he will react intelligently to potential offsides). At last, a game where it's worth signing Jan Molby.

Let's look at the replay Trevor

Where *Club Manager* looks set to score very highly is in its representation of the match. Out are the bar graphs; in are the

Currently, this section of the game is still in development, but the sprites are bigger and better-drawn than in most other arcade football games so, as long as the speed and animation are there, this could be the very feature that lifts *Club Manager* into premier place.

Gary, old chum?

Having watched your beloved team respond to promotion by getting completely trounced in every match, and looking as out of place as Dion Dublin in a Man Utd shirt, it's time to buy.

As with the match itself, the transfer system boasts a fairly high degree of depth. Simply looking at the stats when buying a player is not enough: you also need to look at the team they're playing in, what style that team plays, what the coach is like (hopefully a nice warm one with comfy seats and an on-board video) and any other factors that might affect his performance.

With all players there are three 'hidden' stats: intelligence, vision and temperament. These are important with younger players since they affect their ability to develop.

Des sez

The proof of the game is in the playing, so it's virtually impossible to assess *Club Manager* without spending a couple of seasons battling away in black and amber shirts with the fear of relegation hanging over you. However, it's got some excellent ideas in it, and if the AI and replays work anything like as well as they're intended it could set new standards for the next generation of management games. **Z**

Minimum Memory: 2Mb

Minimum Processor: 386SX

Hard Disk Space Required: N/A

Graphics Modes Supported: VGA, SVGA

Soundcards Supported: General Midi, Gravis, Sound Blaster

Controls: Joystick, keyboard, mouse



FOR CD ROM TITLES FROM £12.49 TURN TO PAGE 69 NOW!

 ISHAR 2 11.49	 SPACE LEGENDS 13.99	 SPORTS MASTERS 13.99	 PREMIER MGR 2 14.99	 PREMIER MGR 1 13.99	 ZOO! 10.99	 WING COMM 1 11.49	 ALONE IN THE DARK 17.49	 EYE OF BEHOLDER 13.49	 KNIGHTS OF SKY 13.49
 CHAMP MGR '93/94 12.99	 HARRIER JUMP JET 13.49	 F15 STRIKE 3 16.49	 DL'S GOLF 13.99	 B17 17.49	 SPEEDBALL 2 8.99	 ATAC 11.99	 S OF MONKEY ISL 1 13.49	 LINKS (GOLF) 12.99	 LS LARRY 1 11.99
 THE LEGACY 15.99	 A-TRAIN 14.49	 HOOK 11.49	 ELITE PLUS 11.49	 SENSIBLE SOCCER 16.99	 LEMMINGS 14.49	 LEMMINGS 2 16.99	 ANOTHER WORLD 11.99	 ARCHER MACLEANS 13.99	 LANDS OF LORE 17.49

C = CGA (Colour Graphics Adaptor)
E = EGA (Enhanced Graphics Adaptor)
V = VGA (Video Graphics Array)
SV = Super VGA
256C = 256 colour
****** = NEW Item
286/386 = Minimum machine requirement
MB = Minimum requirement of RAM
NDS = No Double Space
HD = High Density Disks
DUAL = Both 3.5" and 5.25" disks included in the pack

PC GAMES SOFTWARE

688 ATTACK SUB EV/286	11.49
A-TRAIN EV/386	14.49
A.T.A.C. HD V/286	11.99
A320 AIRBUS (USA VERSION) V/256C/386	27.49
ACES OF THE DEEP V/386	28.99
ACES OF THE PACIFIC HD V/256C/386	27.49
ACES OVER EUROPE HD V/256C/386	28.49
AIR BUCKS EV/286	18.49
AIR FORCE COMMANDER V/386	21.49
ALIEN 3 V/286	21.49
ALIEN BREED HD V/256C/286	20.49
ALONE IN THE DARK 2 V/386/2MB	30.49
ALONE IN THE DARK HD V/256C/386	17.49
ANOTHER WORLD EV/386	11.99
ARCHER MACLEAN'S POOL V/256	13.99
AV8B HARRIER ASSAULT V/386/2MB	26.49
B17 FLYING FORTRESS HD V/256C/286	17.49
BATMAN RETURNS V/286	19.49
BATTLE ISLE 93 V/286	18.49
BATTLE ISLE HD EV/286	16.99
BATTLEHAWKS 1942 C/E/V/286	11.49
BENEATH THE STEEL SKY V/386	25.99
BETRAYAL AT KRONOR V/256C/386	28.49
BIRDS OF PREY V/286	11.99
BLOODWYCH C/E/286	13.49
BLUES BROTHERS JUKEBOX	19.49
ADVENTURE EV/286	19.49
BLUES BROTHERS V/386	18.99
BODY BLOWS HD V/286	20.49
BREACH 3 V/386/2MB	25.99
BUBBLY DIZZY EV/286	9.49
BURNING RUBBER V/286	20.49
BUZZ ALDRIN INTO SPACE V/256C/386	31.49
CAESAR DELUXE V/286	21.49
CANNON FODDER V/386	23.49
CAR & DRIVER V/256C/386	25.99
CHAMPIONSHIP MANAGER 93	11.99
UPDATE DISK V/386	9.49
CHAMPIONSHIP MANAGER 93/94 V/386	12.99
CHAMPIONSHIP MANAGER C/E/V/286	9.99
CHAMPIONSHIP MANAGER COLLECTION (93/94 + UPDATE DISK) V/386	23.49
CHAMPIONSHIP MANAGER	20.49
ITALIA 93/94 V/386	20.49
CHESS MANIAC 5 BILLION AND 1 V/256C/286	28.49
CHESSMASTER 3000 EV/286 (DUAL)	25.49
CHESSMASTER 4000 TURBO V/486	23.49
CIVILISATION EV/286	27.49
CORRUPTION (MSCROLLS) E/286	4.49
COSMIC SPACEHEAD EV/286	18.99
CREEPERS V/286	21.99
CRUISE FOR A CORPSE V/286	12.49
CYBERACE V/386/4MB	26.49
CYBERSPACE V/286	23.99
DARKLANDS V/256C/386	28.49
DARKLUN-SHATTERED LANDS HD V/256C/386/2MB	28.49
DAVID LEADBETTER'S 3D GOLF V/256C/386/2MB	13.99
DAY OF THE TENTACLE V/256C/286	28.49
DELTA V HD V/256C/386/2MB	25.49
DETROIT V/386	23.49
DOGFIGHT V/286/1MB	11.99
DRACULA V/286	25.99
DRAGONSPHERE V/386/2MB	27.99
DREAMLANDS (TRANSARCTICA, STORM MASTER, ISHAR) V/256C/286	19.49
DREAMWARRIOR V/286	25.99
DUNE 2 - BATTLE FOR ARRAKIS HD V/286/2.5MB	29.99
DUNGEON HACK HD V/256C/386/2MB	25.49
DUNGEON MASTER EV/286	23.49
DYNA BLASTERS EV/286	23.49
ELITE 2 (FRONTIER) HD EV/386/2MB/NDS 24.49	24.49
ELITE PLUS EV/286	11.49
EUROPEAN CHAMPIONS EV/286	20.49
EVASIVE ACTION V/386/2MB	22.99
EYE OF THE BEHOLDER TRILOGY	28.99

EYE OF THE BEHOLDER (SSI) EV/286	13.49
F1 (DOMARK) V/386	21.49
F14 FLEET DEFENDER V/386/4MB	27.99
F15 STRIKE EAGLE 2 C/E/V/286	12.49
F15 STRIKE EAGLE 3 V/256C/386/2MB	16.49
F16 FALCON 3.0 V/386/1MB/DOS 5	27.99
F19 STEALTH FIGHTER C/E/V/286	12.99
F20 RETALIATOR EV/286	11.99
FABLES & FIENDS PART	25.99
HAND OF FATE V/256C/386	25.99
FANTASTIC WORLDS (REALMS, PIRATES, POPULOUS, WONDERLAND) EV/286	26.49
PHARMACIST V/256C/386/2MB	28.49
FIRST SAMURAI HD V/286	15.99
FLASHBACK V/256C/286	25.49
FLIGHT SIM TOOL KIT (WINDOWS V3)	32.49
V/386	32.49
FLIGHT SIMULATOR 5 DATA DISK SAN FRANCISCO V/386/1MB	24.99
FLIGHT SIMULATOR 5 EV/386/1MB	31.49
FORMULA 1 GRAND PRIX V/286/1MB	27.99
FREDDY PHARKAS FRONTIER	26.49
FUTURE WARS C/E/V/286	10.49
GENESIS V/286	22.99
GLOBAL DOMINATION V/286	23.49
GOAL V/286	20.99
PHOBOS 2 EV/286	22.49
GRAND PRIX CIRCUIT EV/286	10.99
GREAT NAVAL BATTLES V/386/2MB	25.99
GUNSHIP 2000 V/286	13.49
HARRIER JUMP JET V/286	14.99
HEIMDALL HD V/286	14.99
HIED GUNS V/286	25.99
HISTORYLENE 1914-18 V/286	25.99
HOOK V/286	11.49
IN EXTREMIS V/256C/386/2MB	24.99
INDIANA JONES FATE OF ATLANTIS	24.99
ADVENTURE V/256C/386	24.99
INDY CAR RACING HD V/386/2MB	28.49
INNOCENT V/286/1MB	21.99
ISHAR 2 - LEGIONS OF CHAOS V/286/2MB	11.49
JACK NICKLAUS GOLF C/E/286	5.49
JET STRIKE V/386	18.49
JINXTER (MSCROLLS) E/286	4.49
JURASSIC PARK HD V/386/2MB	11.49
KASPAROV GAMBIT V/386	28.99
KGB HD V/256C/286	24.49
KICK OFF 2 C/E/V/286	13.49
KINGMAKER HD EV/286	24.99
KINGS QUEST 1 EV/286	11.99
KINGS OF THE SKY C/E/V/286	13.49
KRUSTY'S SUPER FUN HOUSE V/286	20.99
LAMBORGHINI EV/286	17.49
LANDS OF LORE V/256C/386/2MB	19.49
LEATHER GODDESSES OF PHOBOS 2 EV/286	16.99
LEGEND (WORLD OF LEGEND) HD EV/286/2.5MB	25.99
LEGIONS OF VALOUR V/256C/286	25.99
LEISURE SUIT LARRY 1 V/286	11.99
LEISURE SUIT LARRY 2 V/286	26.99
LEMMINGS C/E/V/286 (DUAL)	14.49
LEMMINGS 2 HD V/286	16.99
LEMMINGS DATA DISK - OH NO! C/E/V/286 (DUAL)	4.99
LETHAL WEAPON V/286	9.49
LINKS (GOLF) HD V/386	12.99
LINKS 386 PRO HD V/256C/386/2MB	30.49
LITL DIVER V/256C/386	25.49
LOST VIKINGS V/256C/386	23.49
LOTUS 2 - THE FINAL CHALLENGE HD V/256C/286	21.49
LURE OF THE TEMPTRESS EV/286	12.49
M & M - DARKSIDE OF XEN V/286/2MB	28.99
M & M - KATATON EV/286	12.49
MAGICAL DIZZY CGA/EGA/VGA/286	9.49
MAN OUT PREMIER	19.99
LEAGUE CHAMPIONS V/286	19.99
MANCHESTER UNITED C/E/V/286	10.49
MARIO ANDRETTI'S RACING CHALLENGE	10.99
MASTERS OF ORION V/386/2MB	28.49

MAXIMUM OVERKILL V/386/4MB	30.49
MEGA LO MANIA HD V/286	17.49
MICRO MACHINES V/386	18.99
MIG 29 C/E/V/286	11.49
MIG29 (NEEDS F16 FALCON V3)	18.49
MIG/386/1MB/DOS 5	22.49
MONOPOLY EV/286	20.99
MORTAL KOMBAT V/286	25.99
NFL FOOTBALL V/386/2MB	28.99
NHL ICE HOCKEY '94 V/386/2MB	18.99
ON THE BALL 2 V/386	14.99
PACIFIC STRIKE V/256C/386/4MB	32.99
PATRICIAN V/256C/386/4MB	19.49
PATRIOT V/386/4MB	28.49
PERFECT GENERAL V/386/4MB/286	25.99
PGA TOUR GOLF C/E/V/286	12.49
PINBALL DREAMS HD V/386	23.49
PINBALL FANTASIES HD V/386	23.49
PIRATES GOLD V/256C/386	28.49
PIRATES HD V/286	9.99
POPULOUS & PROMISED LANDS C/E/V/286	11.49
POPULOUS & SIM CITY C/E/V/286	20.49
POPULOUS 2 V/286	26.49
PREHISTORIC 2 EV/286	19.49
PREHISTORIC 3 EV/286	18.99
PREMIER MANAGER 2 V/386	14.99
PREMIER MANAGER HD V/286	13.99
PRINCE OF PERSIA 2 V/386/2MB	26.49
PRINCE OF PERSIA C/E/V/286	10.49
RAILROAD TYCOON EV/286	11.49
PRIVATEER SPEECH ACCESSORY DISK HD V/256C/386/4MB	15.49
PRO TENNIS TOUR 2 EV/286	25.49
RAILROAD TYCOON DELUXE V/386	14.99
RAILROAD TYCOON EV/286	11.49
RALLY V/386	21.99
REACH FOR THE SKIES V/286	24.49
RED BARON HD V/256C/286	27.49
RETURN TO ZORK V/386/NDS	27.99
RIDE OF THE ROBOTS V/386/2MB	26.99
ROBINSONS REQUIEM	18.99
RORKE'S DRIFT EV/286	8.99
RULES OF ENGAGEMENT 2 V/286/2MB	26.49
RYDER CUP V/386/2MB	21.49
SAM & MAX HIT THE ROAD V/386/2MB	27.49
SCRABBLE (US GOLD) EV/286	20.49
SEAL TEAM V/386	28.99
SECRET OF MONKEY ISLAND HD V/256C/286	13.49
SECRET OF MONKEY ISLAND 2 V/256C/286	14.49
SENSIBLE SOCCER V/256C/286	16.99
SETTLERS EV/286	25.99
SEVEN CITIES OF GOLD V/386	23.49
SHADOW CASTER V/256C/386/4MB	28.99
SHADOW OF THE COMET V/256C/286	28.99
SHADOW SORCERER EV/286 (DUAL)	6.49
SHADOWLANDS V/286	10.99
SILENT SERVICE 2 EV/286	13.49
SILVERBALL HD V/386	19.49
SIM CITY 2000 V/386/4MB	25.99
SIM CITY DELUXE (SIM CITY, FUTURE CITIES & TERRAIN EDITOR) EV/286	19.99
SIM FARM V/286/4MB	23.49
SIM CITY/LEMMINGS C/E/V/286	19.99
SIMON THE SORCERER HD V/256C/386	24.49
SOCCER KID V/386	19.49
SPACE HULK HD V/386	28.49
SPACE LEGENDS (WINO COMMANDER, MEGATRAVELLER, ELITE PLUS) HD EV/286	13.99
SPACE QUEST 5 V/256C/286	25.49
SPEAR OF DESTINY (WOLFSTEIN 3D) V/256C/386	11.49
STAR TREK 2 - THE WRATH OF KHAN V/286	8.99
SPORTS MASTERS (PGA GOLF, INDY 500, ADVANTAGE TENNIS, EUROPEAN CHAMPIONSHIP S 1992) EV/386	13.99
STAR TREK 2 - JUDGEMENT V/256C/386	26.49
STAR WARS CHESS V/286	31.49
STARWORLD V/386/2MB	28.99
STONE KEEPER V/256C/386/2MB	29.49
STRIKE COMMANDER 2 V/256C/386/1MB	20.49
STRIKE COMMANDER DATA DISK V/256C/386/4MB	15.49
STRIKE COMMANDER SPEECH ACCESSORY V/256C/386/4MB	14.49
STRIKE COMMANDER V/256C/386/4MB	24.49
STRONGHOLD HD V/386/2MB	23.99
STUNT ISLAND V/256C/386/2MB	30.49
SUB WARS V/386	28.99

SUPER VGA HARRIER SV/386	28.49
SUPERFROG V/386	20.99
SURBURBAN COMMANDO V/386	17.99
SYNDICATE DATA DISK V/256C/386/4MB	14.99
SYNDICATE V/256C/386/4MB	28.49
T2 (COIN OP) V/386	20.99
TASK FORCE 1942 V/386/2MB	28.99
TEAM SUZUKI EV/286	10.49
TERMINATOR RAMPAGE V/386/4MB	25.99
TFX V/386/2MB	28.49
THE BLUE & THE GREY V/286	23.99
THE LOST TREASURES OF INFOCOM 1 (20 CLASSIC INFOCOM TEXT ADVENTURES) C/E/V/286 (DUAL)	19.49
THE LOST TREASURES OF INFOCOM 2 (11 CLASSIC INFOCOM TEXT ADVENTURES) C/E/V/286	17.49
TORNADO V/386/1MB	28.99
TRIVIAL PURSUIT DELUXE EV/286	11.99
ULTIMA 5 C/E/V/286	11.49
ULTIMA 7 PART 2	29.49
THE SERPENT ISLE V/256C/386/2MB	29.49
ULTIMA 7 V/386/2MB	28.49
ULTIMA TRILOGY 2 (ULTIMA 4, 5, 6) C/E/V/256C/286	27.49
ULTIMA UNDERWORLD 2 V/256C/386/2MB	28.49
ULTIMA UNDERWORLD V/256C/386/2MB	26.49
UNNECESSARY ROUGHNESS V/386/4MB	25.99
WAR IN THE GULF HD EV/286	23.49
WARLORDS 2 V/386/2MB	28.49
WEREWOLF KA-50 V/386/2MB	25.99
WHEN TWO WORLDS WAR V/386	23.99
WING COMMANDER 1 V/286	11.49
WING COMMANDER 2	26.49
SPEECH ACCESSORY PACK V/386/2MB	26.49
WING COMMANDER 2 DATA DISKS 1+2 V/386/2MB	18.99
WING COMMANDER ACADEMY	23.99
V/256C/386	24.99
WINTER OLYMPICS V/386	24.99
WWF WRESTLING 2 V/386/286	8.99
WWF WRESTLING EGA/VGA/286	9.49
X-WING DATA DISK (B-WING) HD	16.49
X-WING DATA DISK (B-WING) V/286	16.49
X-WING DATA DISK (B-WING) V/286	15.49
X-WING HD V/256C/386	30.49
XMAS LEMMINGS	12.99
ZOO! V/286	10.99

MICRO ENGLISH (8 YRS TO GCSE. CONFORMS TO NATIONAL CURRICULUM) CGA/EGA/VGA	17.99
MICRO FRENCH (BEGINNER TO GCSE. CONFORMS TO NATIONAL CURRICULUM) CGA/EGA/VGA	17.99
MICRO MATHS (11 YRS TO GCSE. CONFORMS TO NATIONAL CURRICULUM) CGA/EGA/VGA	17.99
MICRO SPANISH (BEGINNER TO GCSE. CONFORMS TO NATIONAL CURRICULUM) CGA/EGA/VGA	17.99
NOODY'S PLAYTIME (EDUCATIONAL PROGRAM FOR CHILDREN AGED 3+) EGA/VGA	21.49
POOL (EDUCATIONAL AND CREATIVE WRITING TOOL USING PICTURES, SOUNDS AND SONGS)	17.99

PC APPLICATION SOFTWARE

BBC GARDENERS WORLD 3D GARDEN DESIGNER	
• COMPLETE GARDEN DESIGNER	
• DESIGN & VIEW YOUR GARDEN BEFORE YOU START THE HARD WORK	
• EXPERIMENT WITH SHRUBS, TREES, BUSHES AND PLANTS	
• FULL COLOUR 3D PICTURES AND VIEWPOINTS	
• PRINT OUT YOUR OWN DESIGN	15.99
FUN SCHOOL SPECIAL - PAINT 'N CREATE EDUCATIONAL ART (5+ YRS) CGA/EGA	
• ONE OF THE BEST SELLING FUN SCHOOL RANGE	
• ENCOURAGES THE STUDENTS' CREATIVE SKILLS	
• MAKES LEARNING AND CREATING FUN	17.49
MICROSOFT MONEY ACCOUNTS PACKAGE. IDEAL FOR SMALL BUSINESS OR HOME USE. WINDOWS REQ'D.	
• THE POPULAR FINANCE MANAGER FROM MICROSOFT	
• KEEP TRACK OF ALL YOUR FINANCES. NEVER BE IN THE DARK AGAIN	
• FAST AND EASY TO USE	37.49
MICROSOFT WORKS V.3 DOS (A POWERFUL BUSINESS TOOL INCLUDING A DATABASE FOR INSTANT REPORTS, SPREADSHEETS AND CHARTING (31 CHART TYPES), WORD PROCESSOR WITH 120,000 WORD SPELL CHECKER, A THESAURUS WITH OVER 190,000 SYNONYMS AND A DRAWING FUNCTION)	
• COMPLETE INTEGRATED SOFTWARE PACKAGE	
• FULLY FEATURED WORD PROCESSOR WITH SPELLING CHECKER AND THESAURUS. MAIL MERGE AND FORM LETTERS EASILY CREATED	
• SPREADSHEET WITH OVER 75 POWERFUL FUNCTIONS	
• COMMUNICATIONS MODULE CAPABLE OF TRANSFERRING DATA TO OTHER COMPUTERS VIA MODEM	
• ALL DATA FROM ALL APPLICATIONS CAN BE MIXED AND UTILISED	
• ON LINE HELP	111.99
MS-DOS 6.2 UPGRADE	
• VERY LATEST UPGRADE TO THE PC OPERATING SYSTEM	
• LATEST ENHANCEMENTS	51.99
RAVEL FOR WINDOWS. EXCELLENT VALUE MUSIC AND MIDI SEQUENCER SOFTWARE PACKAGE.	
• MIDI SEQUENCER	
• EASY TO USE WINDOWS FORMAT	
• CREATE STUNNING MUSIC MASTERPIECES ...	49.99

PC SOUND CARDS

ORIGINAL BEST SELLER

BEST BUY

SOUND BLASTER V.2 SOUND BOARD FOR PC WITH INBUILT ANALOGUE (15 PIN) JOYSTICK PORT, MIDI INTERFACE AND CD AUDIO INPUT SOCKETS.

COMPLETE WITH SOFTWARE BUNDLE INCLUDING LEMMINGS, INDY 500, ORGAN AND TALKING PARROT. 1 YEAR WARRANTY.59.99

COMPLETE STARTER PACK

QUICKSHOT PC STARTER PACK WITH SOUND BLASTER 11 VOICE MUSIC/DIGITISED VOICE/MIDI SOUND BOARD WITH INBUILT ANALOGUE (15 PIN) JOYSTICK PORT, QS123 WARRIOR 5 JOYSTICK AND MATCHING IVORY COLOUR SPEAKERS.64.99

THE ULTIMATE GAMESPLAYERS PACK

STAR BUY

GRAVIS ULTRASOUND 16 BIT SOUND CARD FOR PC. COMPATIBLE WITH ADLIB AND SOUNDBLASTER. CD QUALITY SOUND, 3D HOLOGRAPHIC SOUND CAPABILITY, FULL MIDI SUPPORT, WINDOWS SUPPORT, JOYSTICK PORT, 4 SOUND UTILITIES. SUITS 386 OR ABOVE139.99

SOUND SENSE SOUND BOARD FOR PC. COMPATIBLE WITH SOUNDBLASTER V.2 AND ADLIB CARDS. COMPLETE WITH HIGH QUALITY SPEAKERS, BUILT IN MIDI INTERFACE AND CD AUDIO INPUT SOCKETS. FREE ZOO!, AV88 HARRIER ASSAULT AND INDIANA JONES GAMES. 1 YEAR WARRANTY.96.99

SOUND BLASTER PRO PLUS SOUND BOARD FOR PC. INCLUDES CD-ROM INTERFACE, MIDI INTERFACE, DIGITAL & ANALOGUE MIXER, AMPLIFIER AND SOFTWARE.142.99

PC HARD DRIVES

WESTERN DIGITAL VERY HIGH SPEED 3.5" HARD DRIVES, 1" HIGH, 12 MS ACCESS TIME GIVING A TRANSFER RATE OF APPROX 1.5 MB PER SECOND. WITH THREE YEAR WARRANTY. FITTING INSTRUCTIONS INCLUDED.

WESTERN DIGITAL 212 MB HARD DRIVE FOR PC (INTERNAL IDE, MODEL AC1210). 128K CACHE195.99

WESTERN DIGITAL 250 MB HARD DRIVE FOR PC (INTERNAL IDE, MODEL AC2250). 32K CACHE209.99

WESTERN DIGITAL 340 MB HARD DRIVE FOR PC (INTERNAL IDE, MODEL AC2340). 128K CACHE279.99

HAND SCANNER

ZYDEC HANDY SCANNER FOR PC. UP TO 400 DPI HIGH QUALITY RESOLUTION. 64 TRU HALFTONE LEVELS, INCLUDES SCANKIT, PC PAINTBRUSH+ AND PRO READER OCR SOFTWARE.99.99

GAMES CARDS

QUICKSHOT 163 SMART GAMES CARD FOR PC 386/486 MODELS. 2 X 15 PIN JOYSTICK PORTS, AUTOMATIC CLOCK SPEED DETECTION AND SELECTION, HOT KEY PROGRAM FOR CLOCK SPEED TUNING, SOFTWARE SELECTABLE.10.99

QUICKSHOT PC GAMES CARD + 1135 JOYSTICK. TWIN PORT PC GAMES CARD WITH 1135 PC ANALOGUE JOYSTICK (15 PIN)16.99

MISCELLANEOUS

ANTI-SURGE 4 WAY MULTIPLEG EXTENSION LEAD FOR ANY ELECTRICAL DEVICE (E.G. COMPUTER/CONSOLE/VIDEO). PROTECTS YOUR VALUABLE EQUIPMENT AGAINST DAMAGING ELECTRICAL SURGES.25.99

CLEANING KIT FOR COMPUTERS (INCLUDES VACUUM).17.99

DUST COVER FOR 80 COLUMN PRINTER (CLEAR PVC).4.99

DUST COVER FOR MONITOR (CLEAR PVC).5.99

MAINS CABLE - PC BASE UNIT TO MONITOR.7.99

MOUSE HOUSE (HANDY PLACE TO STORE YOUR MOUSE).4.49

PRINTER LEAD (PARALLEL) 1.5 METRES FOR PC.7.99

SWITCHER BOX FOR PC. CONNECTS TWO PRINTERS OR TWO PERIPHERALS TO PARALLEL PRINTER PORT.18.99

MANUAL SWITCHER. REQUIRES SWITCHER LEAD. SWITCHER LEAD (STRAIGHT THROUGH CABLE). CONNECTS PC TO SWITCHER BOX. 1.8 METRES PARALLEL (MALE TO MALE 25 WAY D CONNECTORS)9.99

SPEAKERS

QUICKSHOT STEREO SPEAKERS FOR ANY PC SOUND CARD. PERSONAL STEREO OR HAND HELD CONSOLE. VOLUME AND BALANCE CONTROL, BASS AND TREBLE BOOST, 4W+4W MUSIC POWER, BATTERY OR MAINS ADAPTOR POWERED (NOT SUPPLIED).16.99

**CD ROM
OVER 70 TITLES TO
CHOOSE FROM
TURN TO PAGE 69
NOW!**

PC JOYSTICKS & MICE

CH FLIGHT STICK JOYSTICK FOR PC (ANALOGUE, 15 PIN) 34.99

HAWK JUNIOR JOYSTICK FOR PC. DIGITAL, AUTO CENTERING, TURBO FIRE 9.99

KONIX SPEEDKING FOR PC WITH AUTOFIRE (DIGITAL, 15 PIN) 12.99

FREEWHEEL STEERING WHEEL (ANALOGUE 15 PIN). USE IT INSTEAD OF A JOYSTICK. SUITS MOST DRIVING GAMES 29.99

GRAVIS JOYSTICK FOR PC (ANALOGUE, 15 PIN) 29.99

LOGIC 3 PINTO JOYSTICK (AUTOFIRE, 15 PIN) 17.99

LOGIC 3 QUATRO JOYSTICK FOR PC (AUTOFIRE & SLOW MOTION, 15 PIN) 17.99

PHASE 9 PHANTOM 2 JOYPAD WITH AUTOFIRE AND SLOW MOTION. (DIGITAL, 15 PIN) 15.99

QUICKJOY SPEED RAIDER JOYSTICK FOR PC (AUTOFIRE, 15 PIN) 13.99

QUICKJOY TOPSTAR JOYSTICK FOR PC (AUTOFIRE, 15 PIN) 17.99

QUICKSHOT 123 WARRIOR 5 JOYSTICK (ANALOGUE, 15 PIN) 11.99

SAITEK MEGAGRIP 3 JOYSTICK FOR PC (ANALOGUE, 15 PIN) 12.99

SAITEK MEGASTICK 3 JOYSTICK FOR PC. (DIGITAL, 15 PIN) 8.99

SUNCOM EXTRA JOYSTICK FOR PC (ANALOGUE, 15 PIN) 24.99

SUNCOM FX2000 JOYSTICK FOR PC (ANALOGUE, AUTOFIRE, 15 PIN) WITH SWITCHABLE FIRE BUTTONS 24.99

SUNCOM G FORCE YOKO JOYSTICK (ANALOGUE, 15 PIN). RESPONSIVE CONTROL STICK SUITABLE FOR USE WITH DRIVING GAMES AND FLIGHT SIMS. 59.99

DATALUX MOUSE FOR PC (400 DPI, CLEAR DESIGN) 17.49

LEGEND TRACKBALL FOR PC. REPLACES STANDARD MOUSE FOR ALL MOUSE BASED OPERATIONS. COMFORTABLE, ERGONOMIC FEEL. SUITED MAINLY TO RIGHT HANDED USERS. 23.99

TROJAN LIGHT PEN (COMPATIBLE WITH 286 OR ABOVE, NOT MICROCHANNEL) WORKS WITH MOST WINDOWS AND DOS APPLICATIONS. EXCELLENT FOR DESIGN AND EDUCATIONAL USE 89.99

COMMODORE AMIGA CD32 DANGEROUS STREETS PACK 259.99

INCLUDES WING COMMANDER, OSCAR, DIGGERS AND DANGEROUS STREETS GAMES. CD BASED CONSOLE WITH A1200 32-BIT POWER. 256,000 COLOURS FROM 16.7 MILLION PALETTE. 2 MEG RAM, FAST 14MHz 68020 CHIP. PLAYS AUDIO CD'S VIA ON SCREEN DISPLAY. CD+G & VIDEO CD'S WITH ADAPTOR AVAILABLE.

10 PACK GOLDSTAR 5.25" DSDD DISKS (96 TPI, 720K)2.99

PACK OF 10 SONY DOUBLE DENSITY 3.5" DISKS + CASE, WITH LABELS AND FREE PLASTIC FLIP TOP DISK BOX6.99

PACK OF 10 TDK MF-2DD 3.5" DISKS (DSDD BRANDED)7.99

PACK OF 50 SONY DSDD 3.5" DISKS WITH LABELS22.99

PACK OF 10 SONY HIGH DENSITY 3.5" DISKS + CASE, WITH LABELS AND FREE PLASTIC FLIP TOP DISK BOX7.99

PACK OF 50 SONY HIGH DENSITY 3.5" DISKS WITH LABELS29.99

PACK OF 10 TDK MF-2HD 3.5" DISKS (HIGH DENSITY BRANDED)11.99

DISK BOX 3.5" (120) LOCKABLE, DIVIDERS9.99

DISK BOX 3.5" PLASTIC FLIP TOP (10 CAPACITY)2.49

DELUXE DISK BOX 3.5" (80), LOCKABLE, DIVIDERS 9.99

MEDIA LIFE FILE DRAWER (100 CAPACITY). STACKABLE DESIGN 12.99

3.5" DISK HEAD CLEANER 4.49

SPIRE 486DX2/66 4/250 PC COMPATIBLE VESA LOCAL BUS MINI TOWER SYSTEM

66MHZ CLOCK SPEED, 256K CACHE, 4MB RAM EXPANDABLE TO 32MB, 250MB IDE HARD DRIVE, UK 102 KEY KEYBOARD WITH MOUSE, 14" 0.28 DOT PITCH LOW RADIATION MONITOR COMPLYING TO MPRII STANDARDS. SUPPLIED WITH MS DOS 6.2 OPERATING SYSTEM, PC CHECK, WINDOWS 3.1 AND COMPLETE WORKS FOR WINDOWS (INTEGRATED WORD PROCESSOR, DATABASE, SPEADSHEET AND FORM DESIGNER). 12 MONTHS ON-SITE WARRANTY. TOP OF THE RANGE 486 SYSTEM AT A MID RANGE PRICE WITH VESA LOCAL BUS TECHNOLOGY FOR HIGH SPEED. ALSO PENTIUM UPGRADEABLE FOR FUTURE-PROOF COMPATIBILITY.

PLUS FREE MEMBERSHIP

Special Reserve The Games Club

Special Reserve members can have all this.. can YOU?

READ "NRG" Regular Club Magazine

CHOOSE from our Huge Selection

BUY at Best Possible Prices

SAVE with our Special Deals

SAVE more with our XS Coupons

WIN fabulous prizes in our FREE competitions

JOIN now from just £4.00

We only supply members but you can order as you join

There's no obligation to buy and you can be any age. Just send in the form below or phone Sales on 0279 600204.

As a member of Special Reserve you'll receive regular issues of NRG magazine. NRG is our 48 page colour club magazine sent bi-monthly only to Special Reserve members. NRG contains:

1. The best selection of games, peripherals and hardware for all popular formats. We are official Sega, Nintendo and Sony stockists.
2. Reviews in colour and latest information on new products
3. Charts and Release Schedule, to help you choose and plan
4. The best prices. Just one purchase could save you your joining fee
5. Hundreds of Special Offers. Top games at prices you won't believe
6. XS Super Savers. Money-off coupons worth over £180 a year
7. PRIZE COMPETITIONS. Loads of prizes to be won in every issue of NRG, exclusive to members and free to enter!

That's why over 200,000 people have joined Special Reserve, the biggest games club in the World!

0279 600204

Open 10am til 8pm Seven Days a Week.

Order/Confirmation/Receipt sent for every order.

You can also Fax your order to us on: 0279 726842

We pride ourselves on our after-sales service. (18 customer service lines) Inevitably some games listed may not yet be available. Please phone sales on 0279 600204 to check availability before ordering. In the event of delay we issue refunds on request at any time prior to despatch. We reserve the right to change prices without prior notification. E & O.E.

CLUB SHOPS OPEN 10am til 8pm SEVEN DAYS A WEEK

SAWBRIDGEWORTH SHOP 2 South Block, The Maltings, Sawbridgeworth, Herts

CHELMSFORD SHOP 43 Broomfield Road, Chelmsford, Essex

Registered Office: Inter-Mediate Ltd, 2 South Block, The Maltings, Sawbridgeworth, Herts. CM21 9PG.

All prices include VAT and carriage to UK mainland. See base of order form for overseas surcharges. We supply hardware only to UK mainland addresses.

MEMBERSHIP FEES	6 MONTHS TRIAL MEMBERSHIP	ONE YEAR ANNUAL MEMBERSHIP	TWO YEARS WITH FREE HARD BINDER
UK MEMBERS	4.00	7.00	14.00
OVERSEAS EC MEMBERS	6.00	9.00	18.00
OVERSEAS WORLD MEMBERS	7.00	11.00	22.00

WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN. THERE ARE NO SURCHARGES ON TELEPHONED ORDERS (UK) (PLEASE PRINT IN BLOCK CAPITALS)

Name _____

Address _____

Postcode _____

Phone _____ Machine _____

Enter membership number (if applicable) or NEW MEMBERSHIP FEE (ANNUAL UK 7.00)

item _____

item _____

item _____

item _____

ALL PRICES INCLUDE UK POSTAGE & VAT £

Cheque/P.O./Access/Mastercard/Switch/Visa (Switch Issue No _____)

Card expiry date _____ Signature _____

Cheques payable to: **SPECIAL RESERVE**

P.O. BOX 847, HARLOW, CM21 9PH

Overseas Orders Surcharge (EC or World): Software orders please add £2.00 per item. Non-software items please add 25%. Hardware items supplied to UK mainland only. Overseas orders must be paid by credit card.



NEW **CD-ROM** double value games AT AN UNBELIEVABLY LOW PRICE



£49.99 SRP

Telstar
DOUBLE VALUE
GAMES

AVAILABLE FROM THE FOLLOWING OUTLETS: PC WORLD, HMV, FUTUREZONE, GAME LTD., OUR PRICE,
VIRGIN MEGASTORE, WHSMITH, BEATTIES OF LONDON and all good stores



PC ZONE

reviews

Games reviews is what *PC Zone* is all about and this is where the reviews start. On the next 50 pages you'll find reviews of all the latest disk based software. However, before you launch yourself into the most authoritative reviews pages around you might like to check up on what it all means.



ALL GAMES receive an overall mark out of 100. So by definition that's a percentage but if you want to call it 'Out of a hundred' then you go ahead and call it 'Out of a hundred'. As a rough guide to interpreting the scores here's the guidelines we give to reviewers. (Not that they ever read them mind you. It can be quite heartbreaking at times...)

90+ (PC Zone Classic) Highly original idea or an exceptional, near 'definitive' version of an old idea. Flawless in all departments and crammed to overflowing with long-term playability. Alternatively the software company took the reviewer to Paris for the weekend.

80-89 (PC Zone Recommended) Extremely well executed strong in all/all but one department. High degree of originality.

70-79 Strong idea, well executed. Not necessarily very original. However, weaknesses do not seriously impair playability, and it has a reasonably long life.

60-69 Games falling into the 'If you like this style of game you'll like this if not you won't' category.

50-59 Seen it all before, take it or leave it. Nothing special to recommend it but not abysmal either.

40-49 Dodgy. Still playable but probably only the once.

30-39 Seriously weak in idea and execution.

WHAT'S ON OUR HARD DISK?

Some games get installed, reviewed and then deleted. Others hang around a lot longer. This is what's currently nestling on our hard drive. Not necessarily the best games around, but the ones we keep coming back to.

**Championship
Manager '94**
Spider Run
Sim City 2000
Doom
Seawolf

20-29 The game is hopeless or the software company forgot the £50 cash bribe.

10-19 Bin jobs

0-9 It didn't work. It crashed the PC and got jammed in the disk drive.

Is there anything worse than buying a game only to find it's not compatible with your machine? Yes, lots of things. Still it is a pain (and a waste of money) so check out the Specs box for a guideline to what memory, graphic and sound support you will need (or can use) with each game. However please note this is only a guideline, you should also check the packaging or confirm information with the retailer or software company.

Finally, the In Perspective box; often all that a review is saying is that a game is as good as that one but not quite as good as the other one. In Perspective attempts to illustrate this visually by rating the game in terms of other similar product. The 'scores' given in this graph are relative to each other i.e. all examples might score highly in their own right but not against each other. ☹



Requiring inspiration for the intro to his review of EA's *Seawolf*, **Duncan MacDonald** immediately reached for a dictionary: 'submarine, *n.* A vessel which can be submerged at will and

which can travel under the water.' And you can't argue with that, can you?



IF YOU'VE read the intro you'll now know, without any doubt in your mind whatsoever, that submarines are vessels which are capable of travelling beneath the water. It's nice to clear these things up, isn't it? What you probably won't know, however, is that (a) America is now back 'at war' with the New Soviet Union and (b) that this game is in fact *688 Attack Sub 2*. There are many other things you won't be aware of either, but let's take these as we come to them and start back at the beginning...

1. Submarines are underwater aeroplanes, with missiles.
2. And the one you're in charge of in *Seawolf* is nuclear-powered, meaning it can stay underwater for a zillion years without ever needing to surface.

3. Johnny Russia, as said previously, is back on the war-path.
4. And it's down to you to stop him!

So there you go. It's hide 'n' seek at 50 fathoms. Just like *688 Attack Sub*, the prequel.

But not 'exactly' the same, surely?

Er, you'd be surprised actually. Now, I was going to save this for a kind of bombshell at the end of the review, but if you're familiar with the original game then my 'stunning climax' would turn out to be more of a blindingly obvious footnote. So I'm going to use it now, while it's still newsworthy. *Seawolf* is totally identical to *688 Attack Sub*.

Totally identical?

Hmm, okay, so maybe that's going a tad over the top – but it's worth exaggerating sometimes to get the point home. There are revamped graphics, loads of excellent digitised speech and sound

effects, far more missions and there's even the new all-singing, all-dancing Sonar Waterfall Display... but at the end of the day anybody who's played *688 Attack Sub* is going to be in for something of a déjà vu.

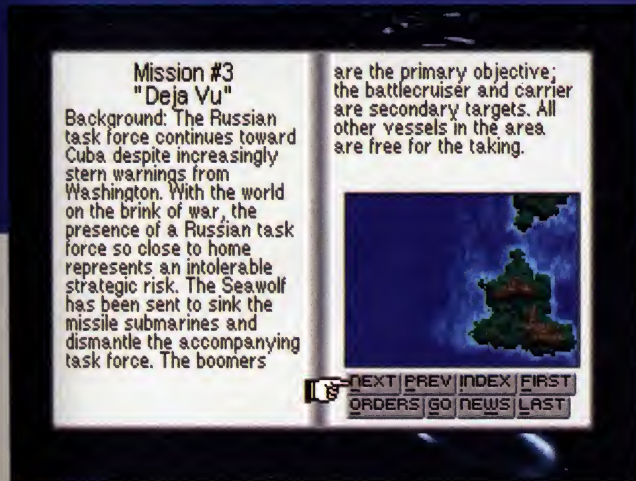
Seawolf is one of those games that seems to have been a labour of love, and the designers obviously felt, in an 'if it ain't broke don't fix it' kind of way, that they didn't want to tamper too much with their first born. There is, however, one thing they maybe should have tampered with, right down to the genetic level... and that's the interface. *688 Attack Sub* was a nightmare, and *Seawolf* is worse. Controlling the submarine's many operations (especially in critical situations when the shit is literally pouring through the fan and being plastered over the walls like paint) is a bit like being marooned on an island with only Jeffrey Archer for company. In other words, it's horrible.

Newcomers

Time to get back to those of you who aren't familiar with *688 Attack Sub*. Okay, the submarine in *Seawolf* is controlled via a series of menus – like hitting F3 will drop down the main Weapons menu. On this menu you can then either point and click with the mouse or use the relevant hotkeys. You can, for instance, load torpedo tubes, flood them, fire and so on – or you can even pop further down, into sub-menus, where you might (as an example) 'guide' a torpedo manually. To fire or guide a torpedo, however, you need to

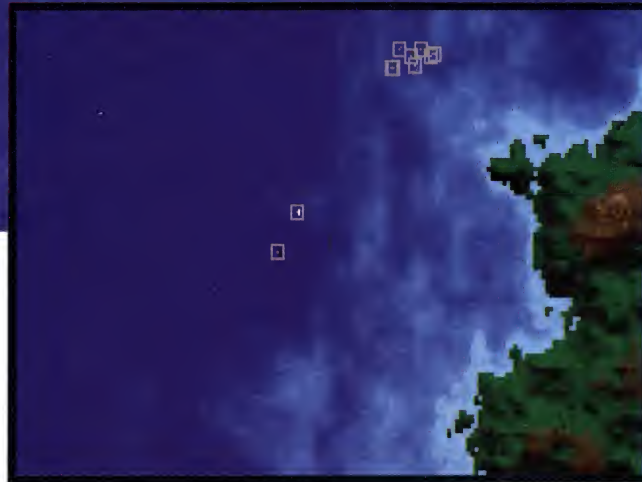


SEAWOLF



either have a target already nominated or you have to set up a series of secondary waypoints. And to do this you need to make sure you're on the right screen. And then you'll be needing to open another menu.

Fiddly? Yes, but there are always the hotkeys. Unfortunately you won't have much fun with them either, and I'll tell you why here and now (oh, and I'm talking from the viewpoint of a first time user here, rather than a hardened salty *Seawolf* dog). Okay, here goes: the functions (all eight trillion of them) have not only been assigned to rather weird keys (no 'P' for periscope or 'D' for dive here), but the majority require you to simultaneously hold down the CTRL key, too. It tends to be that the hotkeys you use least are the more palatable single presses, while the most useful ones are the bastards who've been twinned with CTRL. Add to this the aforementioned illogicalities regarding the 'choice' of keys and you have something approaching a brick wall right at the beginning of

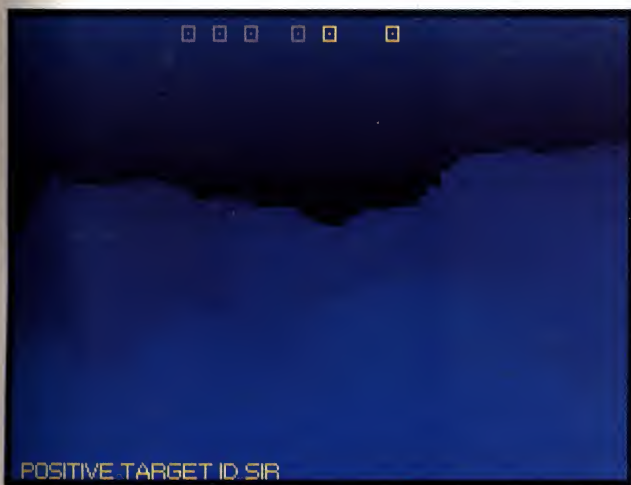


(Previous page, top) Through your periscope you see your harpoon missile break the surface: moreover every single Russian ship, sub and helicopter on the map now knows your exact location. Crush depth and silent running anyone? (This page, top) On second thoughts, why not hang around and enjoy the explosion? Not a wise move. (Far left) Mission three, what more can I say? (Near left) Grey squares mean you know they're there, but you don't yet know what they are. (Previous page, bottom) Loads of dots move about, and you are transfixed - lost in your imaginary undersea world. (This page, far left) The underwater camera view. (Near left) A digitised sailor gives you the latest engine room body count.

the overall *Seawolf* learning curve (which is hard enough anyway). Actually, I think I'll share a couple of 'jokes' with you - each a gem. Ready? 'Did you hear the one about the two blokes in the pub who wanted to access the Waterfall Display? By the time they'd remembered to press CTRL F, it was drinking up time!' (No laughter). 'I'm not saying my mother-in-law is fat, but when she tried to use the sonar, her finger and thumb became jammed in the CTRL and P keys!' (No laughter). Get the idea? Even the PAUSE command is tricky... CTRL G, for Christ's sake. So to sum up thus far: beware the *Seawolf* interface, for it is a hard beast to tame.

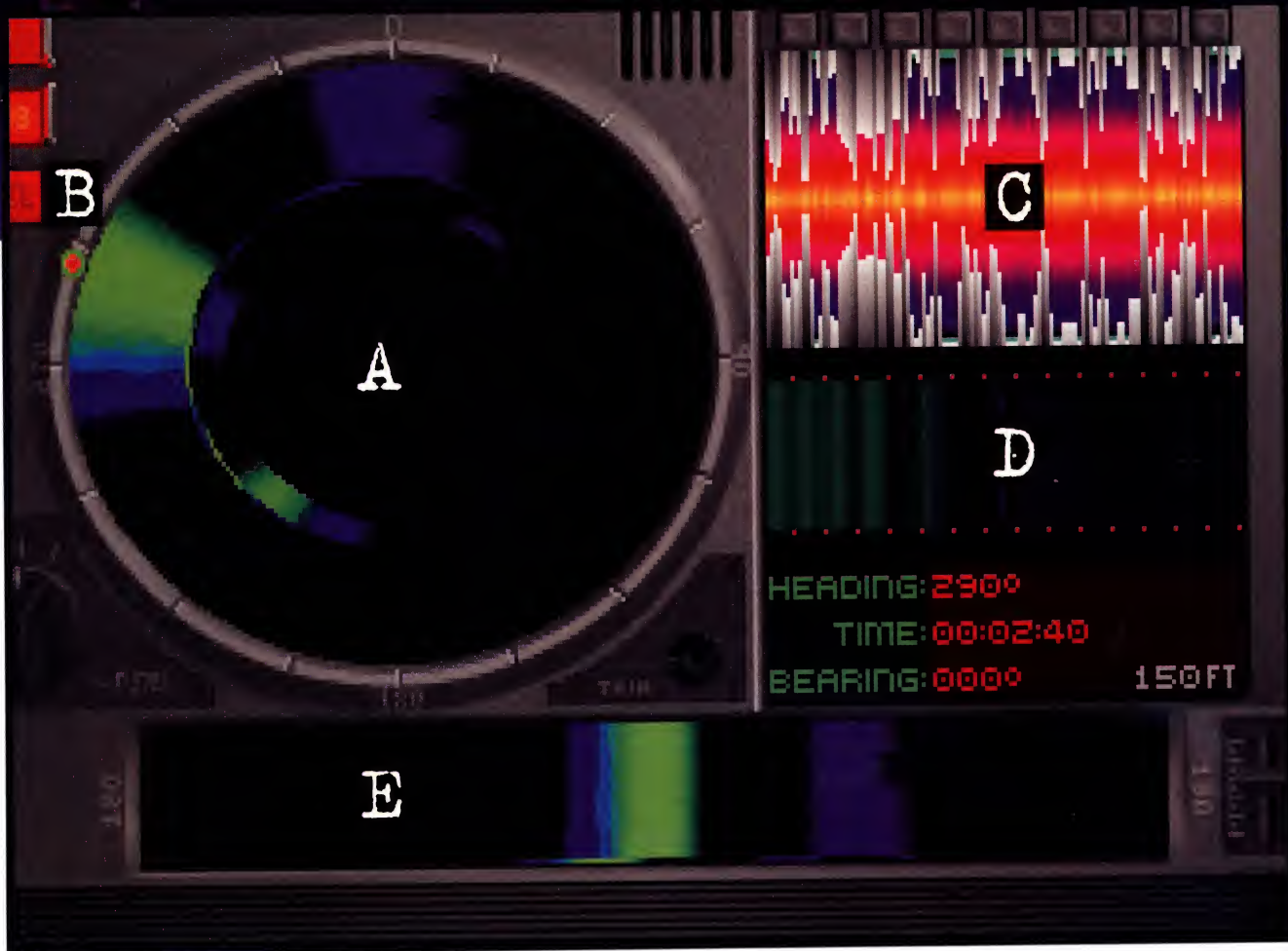
But it gets better, right?

Yes, it does get better actually because, if you force yourself to stop being annoyed by the control system, you soon find that what you have left (just like 688 *Attack Sub* before it) is an absolutely engrossing game. To the uninitiate, simulated submarine warfare



"Where's he gone?" cry the enemy subs. "I'm down at 15 squillion feet with a creaking hull" you whisper...

(Top strip) Heaps of ships and a fair amount of smoke prompt you to sing your 'special song': La da da, hee hee hee, I'm a salty dog, I'm the king of the sea!
(Main) The Sonar Waterfall Display prompts a different tune: 'My powerful sonar, can probe the deepest chasms, but I still don't know, if octopuses have orgasms' (This rather crap caption will only make sense after reading Mr Cursor. Ed).
(Below) What happened next?
(Next page, from top to bottom) What do you get when you cross a torpedo with a cargo ship?
An ex cargo ship, boom boom.
But then you get hit yourself and the screen goes all squiffy and the crew start screaming. And then there's an apres mission newscast informing the nation that you were crap. Some orders.
A page of the ID booklet.



must seem like the most boring thing on the planet. I used to think the same thing myself, as it happens: 'Have you got any submarine games?' a friend once asked. 'You're joking,' I replied, 'they're the most boring things on the planet!' But they're not, as I now readily admit (although not to members of the opposite sex, obviously). Sub sims are slow, yes, but as long as they're done properly, the atmosphere prevails. And when it comes down to atmosphere, *Seawolf* hits the nail right on the head.

A large part of it is down to the sound because, let's face it, there's not much to look at. Seeing as the general idea is not to surface unless you absolutely have to, most of your time will be spent looking at the satellite view – which is just a map basically. A map with little dots moving around on it. But, thanks to the sound, you do somehow feel as if you're under the water. Oh dear. I can't believe I just said that. It sounds incredibly poncey, I know – but it's

true. You look at the map, you watch your dot heading towards another dot, you see a third and fourth dot in the distance, but in your mind's eye there's a picture straight out of *Voyage To The Bottom Of The Sea*, complete with giant octopuses and bubbles.

Periscope death

Try as you might to avoid it, there's going to be that moment when you can no longer resist the temptation to visit the surface. Enter bitmap city! Yes, like *688 Attack Sub*, all the ships (and helicopters) are simple

bitmaps. They're nicely detailed, for sure, but they're still just bitmaps and, as such, are a bit limited on the 'view from all angles' front (ie they jerk suddenly rather than turn gradually).

In the MicroProse *Silent Service* games, which also used bitmaps, this was annoying (after all, real WWII sub warfare relied totally on visual contact). You'd plonk up your periscope and be treated to the sight of loads of giant blocky blobs travelling in God knows what direction, and so you'd have to consult the moving map. In *Seawolf*, however, it's not so bad for two reasons: (a) the bitmaps are more

detailed and scale better, and (b) your torpedoes are computer controlled... you set the target on the map screen, call up the weapons menu, fire, and then just use the periscope to watch the resulting explosion. Or you do to begin with, because after a while you tend to stay away from the surface like the manual suggests – and concentrate on using the thermal layers to your advantage instead. (Did you know that the different thermal layers of the ocean bend sound in much the same way that a prism bends light? I didn't, but I do now. You can use this fact to give yourself a very confusing sonar signature: 'Where's he gone?' cry the enemy subs. 'I'm down at 15 squillion feet with a creaking hull,' you whisper to yourself.)

The sonar waterfall display

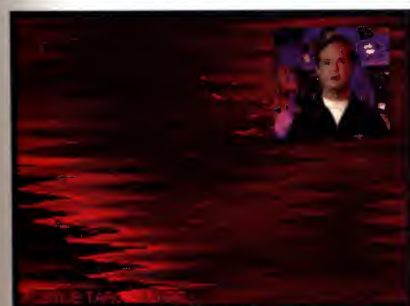
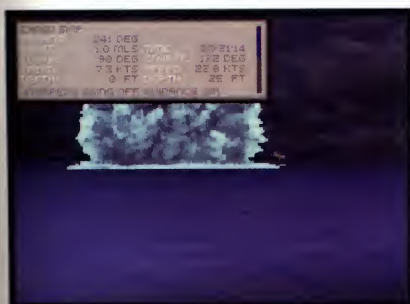
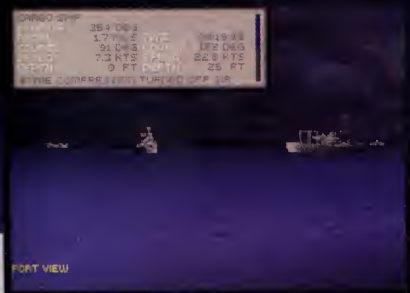
Da-da! This is the new bit. There was a sort of mini cut-down version of the technology in *688 Attack Sub*, but here's the whole nine yards *Seawolf* extravaganza. And it's scary. Very scary indeed. But it's also, at the same time, the most brilliant thing in the game. Here's the story. Your computer-controlled sonar operator is solid and reliable, but has inherited some kind of dodgy chromosome meaning he's extremely slow in locating and identifying potential threats. And guess what that means? I'm afraid it does, yes. You're best off doing all this stuff yourself, as follows:

a) The main display (above): think of this as a compass... with your sub right in the middle. As distant signals are picked up by the sub's sonar, so a colour wash will bleed in from the relevant point around the circumference. Different colours indicate different types of contact. You pick up signals better towards the front of your sub, by the way, and the strengths of the signals from all directions are affected by your speed (seeing as the faster your props are turning, the more cavitation is produced, confusing the overall picture. In fact at flank speed you're completely blind).

b) Blob thingy (above): by moving this little blob around the main display, you can aim your sonar directly at any signal you like the look (or sound) of, then focus upon and analyse it further...

c & d) Signal analyser (above): this has two parts. The upper part (c) indicates the strength of the signal while the lower part (d)





is the *Seawolf* computer's spectrum analysis of it. Using the reference documentation which comes with the game, you're meant to be able to work out what the distant vessel actually is. (It might even be a whale). You also have to take into account certain variables such as your own depth, speed and so forth.

e) Contact bearing display (main screen opposite): this is not unlike the Padlock View in *Falcon 3*. It's the Main Circular Display, essentially, but it's a wrap-around version. Signals in the centre are straight ahead and signals to the far left and far right are directly behind. Anything in-between is, er... in-between. Yes? No? Oh, I know, imagine this. Cut the strip out, enlarge it on a photocopier, and wrap it around your head. Now rotate your head but not the strip. Got it now? Thank God for that.

Trip out, man!

When you're in the Sonar Waterfall Display room, it's very easy to lose your mind. Why? Because of the sonics. *Seawolf* has excellent general 'action' effects anyway, but when you're tracking targets in the Waterfall room it's something else altogether. If you played this game in an isolation tank you'd probably never reappear. Aldous Huxley would have found the experience more enjoyable than mescaline.

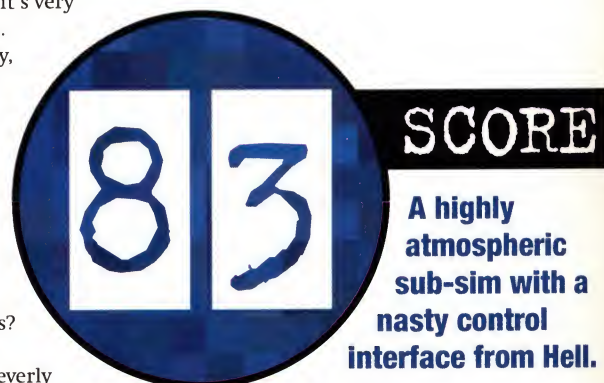
What am I talking about? I'll tell you. You know those melancholy echoey distant whale calls you hear on documentaries? And you know white noise? And the sounds you get when you're under the water in large, crowded swimming pools? And the 'choppy chop chop' sounds of propellers chewing up water? Well samples of all these are cleverly mixed together to give the full underwater experience. Furthermore the volumes of each sound weave up and down, and in and out of one another, depending upon where you're aiming your sonar detector. It gets to the point where the digitised voice of your computer controlled sonar bloke says 'Captain, I've detected a torpedo,' and all you can be bothered to do, in your semi-trance, is aim the sonar towards the incoming missile to see how well it'll mix in with the overall 'sea-song'. Most distressing.

So *Seawolf's* not so shite after all?

It's funny how you can change your mind while writing a review. For instance when I started this one I was so annoyed by *Seawolf's* general interface that I was determined to see only the bad things. And I was determined, at the same time, to pompously state what I wanted of a sub-sim myself. I want *Doom* in a tube. I want to walk around. To see the crew panicking in 3D. To see the lights flash on and off when a depth charge goes off nearby. To walk into the engine room and see everyone working. To touch the map table and be taken into map mode. To lie on my bunk and sleep. To touch the periscope and see texture-mapped polygon ships on an undulating ocean. To promote and demote. To say: 'Fire one, fire two,' to the torpedo geezers. To hear Dickie Attenborough scream 'Captain, Jock's gone crazy!'

But at the end of the day, and to get real for a moment, the game I really want doesn't exist. *Seawolf*, however, does exist. And while the overall approach may be getting a bit long in the tooth, there's no denying that the atmosphere it produces excels. (As long as you have the right soundcard, of course). It's going to be interesting to see what Dynamix has done with *Aces Of The Deep*, but for now, if I had to answer the question 'What's the best sub-sim currently available?' the answer would have to be *Seawolf*. And maybe that same answer will hold for the next nine months. Who can tell? Basically the sub-sim genre is still so untapped that there's no real 100% classic benchmark, so vary my score as you see fit. ☐

'The atmosphere *Seawolf* produces excels, (as long as you have the right soundcard.)'



A highly atmospheric sub-sim with a nasty control interface from Hell.

Minimum Memory: 640k

Minimum Processor: 386 25MHz

Hard Disk Space Required: 19Mb

Graphics Modes Supported: VGA

Soundcards Supported: Roland Sound Canvas, Sound Blaster Pro

Controls: Keyboard, Mouse

Comments: Can also be played in 2-player mode via network (Net Bios compatible). Stereo headphones recommended.

Price: £44.99 **Release Date:** March

Publisher: Electronic Arts **Tel:** 0753 549442

IN PERSPECTIVE

To do a 'fish in a small pond' analogy, you'd have to say that *Seawolf* was a tad larger than its few chums, but tastes much the same.

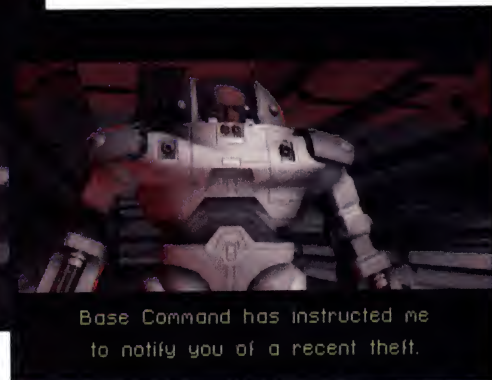
688 Attack Sub

Seawolf

Silent Service II



Righteous Fire is a mission disk for *Privateer*, with a new storyline and everything! **Chris Anderson**, zealous member of the Lick Wing Commander's Shiny Boots Society, loads it up.



Base Command has instructed me to notify you of a recent theft.



WHEN *Wing Commander* first appeared on the PC, journos from every games mag in the universe were falling over themselves trying to describe how sexy, smart and Godlike it was. When *X-Wing* came along with its 'alright if you're willing to put up with the polygon graphics', the same journos did a prompt about-turn and decided *Wing Commander* wasn't brilliant at all, but was in fact totally crap. It suddenly became trendy to marvel at how fast and smooth *X-Wing* was and kick *Wing Commander* in the goolies at every opportunity. Moody gits or what?

Wing Commander rules OK

I liked *Wing Commander* then, and I like it now. The graphics are excellent, the combat sequences are tense and exciting, and the storylines for both *Wing Commanders 1* and *2* are captivating and atmospheric. *Privateer* is *Wing Commander* with *Elite*-style trading and exploration. If you like *Wing Commander*, you'll like *Privateer*. Similarly, if you like *Privateer*, you'll like *Righteous Fire* which is the rest of the game (sorry, mission disk).

Apart from a few ship upgrades that weren't available in the original game, the only thing that's changed is the storyline. At the start of the game you are told that some thieving rotter has nicked the Steltek gun you fought so hard to get at the end of *Privateer*. Also, the Retros, (religious fanatics who think they're well hard but aren't), are up to something decidedly shady. It was

probably them who nicked your sexy gun, seeing as how they've already kidnapped Hunter Toth, the wimpy idiot you had to escort back to Oxford in the last game.

X-Wing smells

As was the case with *Privateer*, as soon as you get involved with the main plot, the fights become almost impossible to win. You'll have to do lots of trading or mercenary work to build up the cash to buy all the new ship upgrades before you can even think about getting involved in the big boy's stuff. As luck would have it, you can import that Centurion with all the mod cons it took you bloody ages to get in the first game, so

you're not exactly starting from scratch. Anyone who has already played *Privateer* will already know the most lucrative trade routes, so it's simply

a case of zooming around buying and selling, making lots of loot, then popping off to Oxford to kick some Retro butt.

The only disappointment with *Righteous Fire* is there aren't any new ships to play around with. Ship upgrades are all well and good, but it would be nice to have a new fighter with more than one MFD which could be configured to the player's tastes. Apart from that, if you are looking for an excuse to blow the dust off your old Centurion and pay another visit to the Gemini sector, *Righteous Fire* is just what you've been waiting for. **Z**



Privateer fans definitely won't be disappointed with this one.

Minimum Memory: 4Mb
Minimum Processor: 386/25MHz
Hard Disk Space Required: 4Mb
Graphics Modes Supported: VGA (SVGA)
Soundcards Supported: Roland, Sound Blaster, Ad-Lib, Rap 10
Controls Supported: Mouse, joystick, keyboard
Comments: Not a complete game. You must own *Privateer* to play *Righteous Fire*.
Price: £19.99 **Publisher:** Electronic Arts
Release Date: Out now **Telephone:** 0753 549442



(Top left) Another Retro ship gets a formal introduction to my new fusion cannons.
 (Top) Security tells you your Steltek gun's been pinched.
 (Above) Buy and sell your droids to make a profit.

PRO LEAGUE FOOTBALL

"...a landmark product for Micro Sports
...the most powerful football simulation
available today."

Mark Cohen *The Sports Game Review*

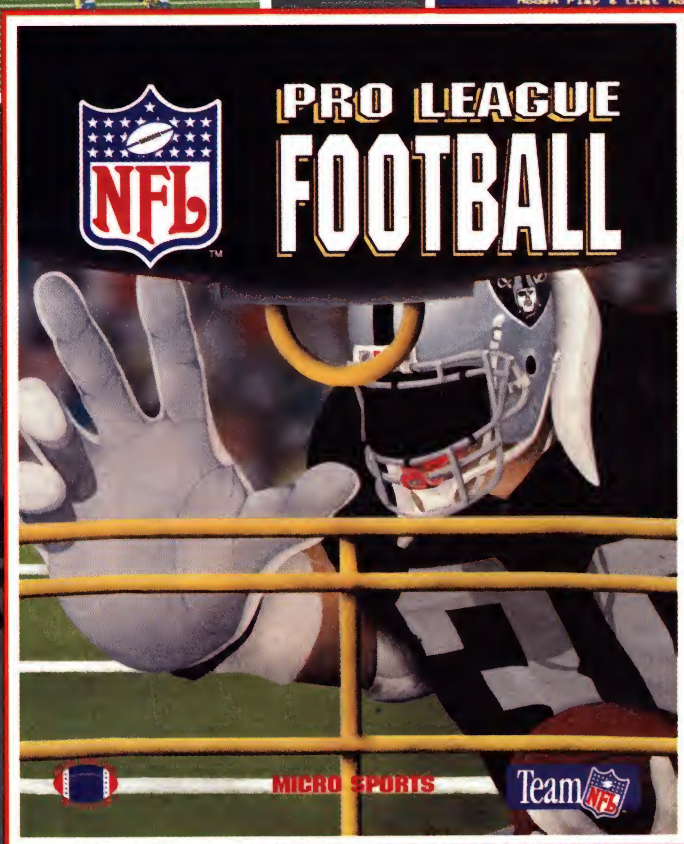
Strategy, graphics and Pro League play
so real it's licensed by the NFL, the
NFLPA and chosen by USA TODAY to
simulate Super Bowl play.



Practise is over! You've
played the competition now
it's time to bang heads with
the big boys!

Welcome to NFL Pro League
Football - a comprehensive
simulation that captures the
very essence of American
Football. Coach your favourite
NFL teams and players through
a full schedule of hard hitting
action to reach the ultimate
challenge - The Superbowl.

Available from leading retail
outlets. In case of difficulty
phone 0276 684959



PC Screen Shots

- Modem play with Chat Mode
- Trade or release players with Pro Draft & Pro Trader modules
- Design plays or choose from 198 offensive & defensive plays
- Stunning graphics
- Play by play commentary
- Full rosters with injuries and substitutions
- Five years of teams in their official NFL jerseys
- Instant replay
- Real NFL teams, real NFL players...real NFL football!

IBM PC - £39.99
CD ROM - £39.99



MICRO SPORTS



NFL Pro League Football is a registered trademark of Micro Sports, Inc. ©Micro Sports, Inc. All rights reserved
Distributed under licence by Digital Integration Limited, Watchmoor Trade Centre, Watchmoor Road, Camberley, Surrey, GU15 3AJ.

FANTASTIC DIZZY

They're both ovoid in shape, have been around for years and aren't as fresh as they might be. *Fantastic Dizzy* and Paul Bakin get together and talk about old times.



I'VE ALL BEEN there. Sitting in the pub or at a party when someone lets slip that you play computer games. You watch anxiously as people begin to drift away. 'No, don't get me wrong,' you cry desperately, 'Computer games aren't what you think. They're not all sexist violence or childish cuteness, there are some really excellent, intelligent products. Honest.' You then go on to list examples of the games that someone would



be a fool not to be impressed by. The chances are *Fantastic Dizzy* would not be one of them.

The *Dizzy* games started life way back in the days of 8-bit computer games and resurfaced on the 8-bit NES console. On that format they represented great value for money, tending to be less expensive than their competitors yet containing plenty of pretty taxing gameplay. However, without wishing to sound like some sort of computer snob, these games really are out of place on the PC.

The genre is what in the old days, (when you could go and see Arthur Askey for a shilling and still have change for the bus ride home), used to be called arcade adventure. *Dizzy's* girlfriend Daisy has been kidnapped by the evil wizard Zaks and he must rescue her. For some reason this necessitates him collecting 250 stars that are lying around his world, (the reason is that they each represent a magic unit

and you need 250 of these to enter Zaks castle - in case you are interested).

As *Dizzy* wanders or rolls about, there are various objects he can collect to assist in his quest (such as keys, weed-killer, gold and rum), though he can only carry three of these at a time. There's no fighting as such, though *Dizzy* does get damaged by bumping into those well known predators - snails. One of the other main hazards is water since *Dizzy*, not being a bad egg, doesn't float.

Eggstreme prejudice

Let's just pretend that I didn't think *Dizzy* was a terribly unoriginal game entirely lacking in the depth or variety that you'd expect on the PC. Let's just pretend that I

'The problem is that the gameplay in *Dizzy* is too simple and too similar.'

thought it was a classic piece of software from the days when gameplay was more important than graphics. In this world of make believe would I give it a good score?

No. The animation is limited, little more than an egg rolling and occasionally bouncing back when it collides with an enemy. And not only is the animation limited, it is also slow. Even with the background graphics switched off we're in snailville.

There's a danger of being accused of hypocrisy here. Haven't we always said that big is not necessarily best, and that there's a virtue in simplicity. The problem is that the gameplay in *Dizzy* is too simple and too similar. But, you might say, it's aimed at children. It still costs the best part of 30 quid I reply. **Z**



(Above) Things get very arboreal in the first section of *Dizzy* as our egg-shaped hero wanders around the leafy forest glades.

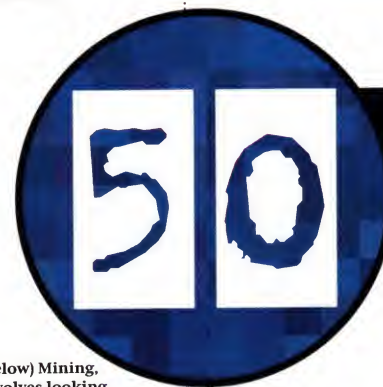


(Far left) Out into the mean streets and *Dizzy* has to deal with some rather peculiar looking characters.



Cut And Paste

True to form *Fantastic Dizzy* has a sub game. Every now and again our ovoid adventurer comes across a piece of parchment showing a picture of himself and a wizard. This picture then mysteriously shuffles itself and within a set time limit (appropriately measured by an egg timer) you must rearrange the pieces to recreate the picture and win a bonus life. It's rather like those little puzzles you get in Christmas crackers and about as much fun.



SCORE

**Wrong time.
Wrong format.
Wrong price.**

(Below) Mining, involves looking for stars! Quite.



Minimum Memory: 640K

Minimum Processor: 286/12MHz

Hard Disk Space Required: 1.2 Mb

Graphics Modes Supported: VGA

Soundcards Supported: Sound Blaster, AdLib


Controls: Joystick, keyboard

Comments: Can also run in Windows..

Price: £29.99 Release Date: Out now

Publisher: Code Masters

Telephone: 0926 814 132



CRAWL INSIDE
THE MIND OF
A SERIAL KILLER.

WARNING

This game contains adult
subject matter. Parental
guidance is suggested.

CHIEF DARYLE F. GATES OPEN SEASON™

PART OF THE POLICE QUEST® SERIES.
REALITY ROLE PLAYING™ FROM



SIERRA®

For further information contact 0734 303171

Sierra On-Line, The Old Brewery, 4 Brewery Court, Theale, Berkshire RG7 5AJ

Fax: 0734 303201

CANNON FODDER

Patrick McCarthy is the only one in this office who'd be real-life cannon fodder, so naturally our aristocratic, commissioned officer-material editor gave the game to him.



S

ENSIBLE SOFTWARE seem to have sold their souls to Satan. This is the only explanation I can find for their uncanny knack of producing games with

this high a degree of addictiveness. Not content with making the finest football game on the planet, they're now trying to do the same with the tactical shoot 'em-up.

This supernatural bargaining has had a bit of a bad press in the past, and obviously isn't going to be much fun for the Sensiblettes later in life, but it's a good thing for the rest of us in the meantime. It also shows that Satan knows a thing or two about computer games, of course. More than his rival, anyway – I mean look at the stuff that's produced by people who've made a pact with God. Prayer-words Scrabble, I think the market leader's called.

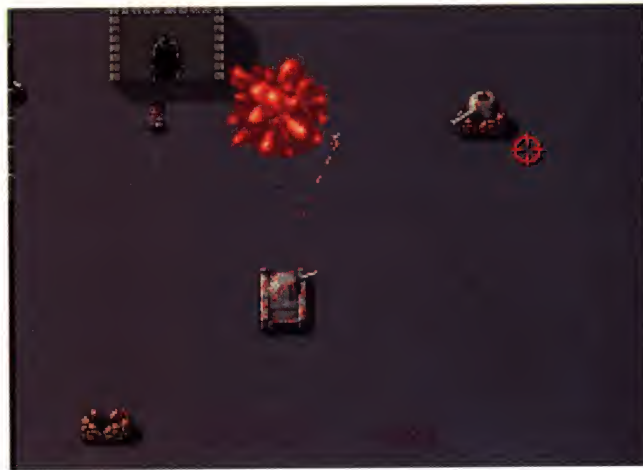
Anyway, *Cannon Fodder's* a shoot 'em-up in which you control a small squad of soldiers as they attempt to wreak havoc on the countryside. The soldiers look like *Sensible Soccer* footballers in army kit. It's level-based, each level being divided into a

number of missions.

You're given 15 men at the start of each level, and usually have three or four men at your disposal per mission, the idea

being to carry out the orders you're given (kill all the enemy, or destroy all the enemy buildings, or whatever) without slaying all your own men in the process. If they do all die, you start again with another group of eager suckers. If things are going badly and one of your favourites is going to perish, you can give up and start the mission again with the survivors (and re-booting will sometimes come in handy, too).

Assuming you do get the hang of things, every time you make it through a complete set of missions and advance to the next level you get another 15 men. At first, this seems like an inordinate amount; later you'll be grateful for every one. Each level successfully completed sees your surviving men gaining promotion and your dead getting put on the high-score table (if they lasted long enough to kill lots of enemies).



Going for a swim with a couple of bloody great guns trained on you is not a good idea...



Generally speaking, you should blow the suckers into the ground before donning your swimsuit.



It's no use – we're failures. We might as well end it all here and now. Just one step and it'll all be over...





Four Go Mad In Dorset

This secluded, tranquil valley in the heart of rural England lies dormant beneath the benevolent gaze of the warm afternoon sun. Birds sing, bees buzz about their business, and flies buzz about other

people's business. Little do the inhabitants realise the horror that is about to befall them as their erstwhile sleepy hollow, full to bursting with the wonders of nature, is visited by a gaggle of deranged killers on a walking holiday.

1 The picturesque fence running along the edge of the gorge, made by old Mr Radamanthus' grandfather back before the Great War, is the first to feel their wrath. The rambles remove some of it with a hand-grenade.



2 Walking to the edge of the gorge, they shoot the local bird-watching hut on the other side with a bazooka, laughing aloud as the air is filled with flying sections of roof, shredded anoraks and flasks of soup.

3 Heading east, they shoot two cider-swinging farmers before they can say: 'Oi - you townies! Get orf-aaargh!' Ever the enterprising atheists, they then hand-grenade the vicarage and finish off the verger as he remonstrates with them.



4 Carefully picking their way across the ramshackle, centuries-old footbridge, they merrily open fire on some disorientated community sculptors looking for Grizedale Forest.

5 Dashing south across the new tarmacadamed highway that caused such a fuss at last year's council meeting, they steal a crate of Fanta, then blow the Forestry Commission souvenir shop to smithereens. The ground is spattered with dismembered fluffy dolphins and legless corduroy badgers. The Chief Warden, attempting to 'talk them down' with the aid of a small rocket-launcher, is killed in the blast.

6 Not content with their contraband fizzy pop, they move north-west, toward the New Age Traveller encampment in the Ikea car park. On arrival they gun down the morris dancers, blow a hole in the fence and help themselves to the flat-packed shelving and mobelfakta-approved occasional tables.

7 Exiting the car-park with a song in their hearts, they head south again, toward the Young Christian Club's annual barbecue. Plucky Benji Braithwaite tries to scare them away with his father's starter pistol, but they pick him off with a bazooka and charge the camp, throwing grenades until the sun is obscured by the clouds of distressed denim.

Another valley visited; another valley destroyed. All in a day's work for the world's least popular rambles' association.



Controls

The controls are exquisitely simple. It's all done with the mouse: clicking the left mouse button makes all your people head for the spot you clicked on; clicking the right mouse button makes them shoot; clicking both mouse buttons together makes them throw a grenade or shoot a bazooka, depending on which you select beforehand.

Moving the mouse cursor to any edge of the screen scrolls the view in that direction.

Weapons

Your squad of highly-strung firearm enthusiasts have a choice of three main weapons. Later in the game, some of the vehicles they capture (the helicopter and the armoured jeep) have guns to shoot people with (in case you were

wondering what they could possibly be for). Some bunkers, which are impervious to your normal weapons, have to be taken out with the giant fixed turrets that fire rockets and shells. **Machine guns:** always available and, rather like the magic purse which always had a coin in the bottom in Enid Blyton's stories, always loaded.

Hand grenades: usually only available when you pick up a crate of them, but sometimes you start a mission with a few, which is handy. **Bazookas:** available in the same way as the grenades, although they're better in that they can shoot across entire screens. Of course, this means that you can also be shot at across whole screens (usually without knowing who's doing the shooting).

As you'd expect, what we're talking about here is scarcely-controlled mayhem. Baddies swarm at you from all sides, throwing grenades, firing guns and spitting. Ideally, you start a level with your handful of men, fight your way through the two or three sub-levels required and then get them all promoted at the end.

Missions never progress as smoothly as all that anyway. For a start, you don't know where everything is when you start a level, so it's more of





Innocent Bystanders

You know what they say: It's always the innocent bystanders who get hurt. It certainly is when I play; I'll walk miles out of my way to pick one off. The problem with innocent bystanders is just that – they stand by, getting in the way when you're fighting for your life. Sometimes they'll be anti-you, which is fine – they shoot at you, you shoot at them, no hard feelings on either side. One lot in the arctic seems to be pro-you as long as you don't harm any of the wildlife. Unfortunately, you risk injury trying not to hurt them, and, however hard you try not to, sooner or later you're going to end up shooting one of them. This will make you about as popular as an advertising salesman. Their relatives will come swarming out of their huts, waving their guns, ready to prove some point or other about loyalty (showing how little they have in common with advertising salesmen), and you'll have to shoot all of them. The moral? It's easier just to shoot them all in the first place so you don't have worry about hitting the wrong person. You can always make a video later to show how accurate your raids were and hold press-conferences explaining that only the baddies got hurt.

an exploratory thing – trial and error. You might get lucky and make it through by sheer luck, and reasonable reflexes. More often, you'll be taken by surprise a couple of times and die, and have to re-start the level. It can get quite tense at times, especially when you're down to your last man in the last mission of a level.

Promotion

Promotion doesn't just mean they get to wear a nicer shirt and use a different toilet; it has very definite advantages. They can throw grenades further, their bullets travel a greater distance and hit targets more accurately. Once this happens, you become over-protective of them to the point where you might even leave them behind at the start of the mission, only going back to them if everyone else dies (which defeats the point of having them in the first place). The highest-ranking man always leads the rest of the troops – they follow him single file; he goes where you tell him.

Variety

There's great variety in the game, and it's nice to see so many different elements working together so well. There are the different areas of warfare for a start – jungle, arctic wastes and desert – and later there are army bases and bunkers to fight your way through. Vehicles also come into it: some levels have jeeps, tanks, helicopters

(Above left) How to lower the tone of a neighbourhood.

(Above right) Caught in the act!

IN PERSPECTIVE

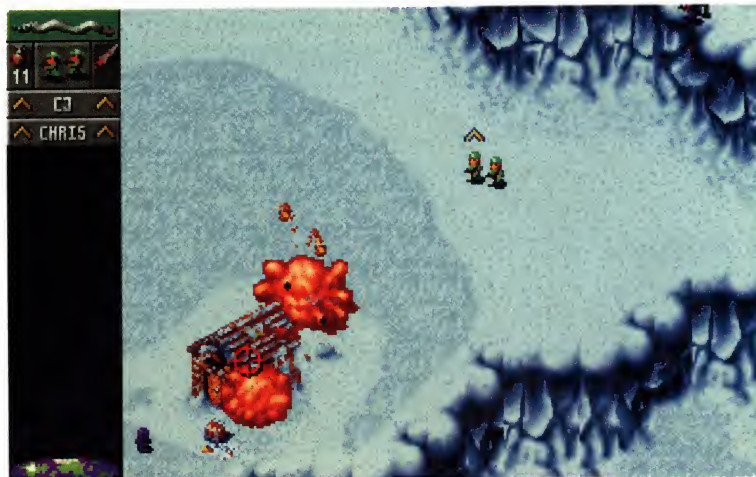
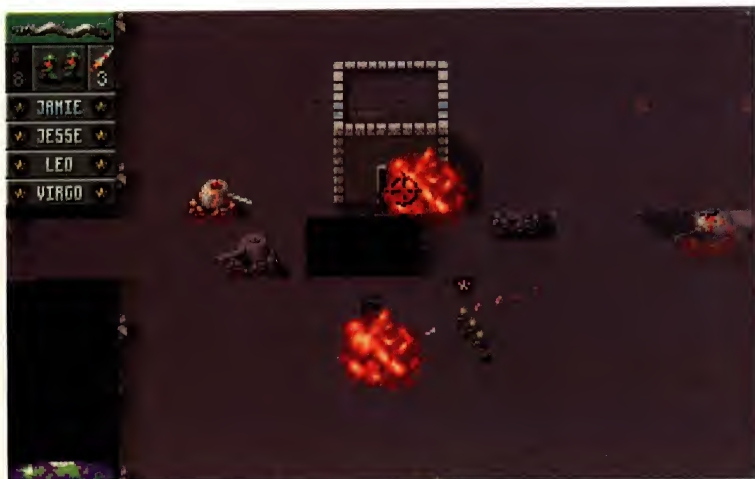
Syndicate is the only really obvious comparison, though it's a tad more serious in aim. *D-Day* has an arcade section that's similar (sorry, I'm clutching at straws here).

Syndicate

Cannon Fodder

D-Day

(Below left and right) Instructions for procedure when caught in the crossfire: blow up everything!



No Hiding Place

Make sure you get those enemy huts, igloos, holes in the ground and bunkers, or enemies will keep pouring out until they manage to kill you. It doesn't matter how wrecked they look, if the door's still intact, they're occupied. Once the door's gone, you know they're no longer in use.

③ That's your squad. Well one of them, anyway. You can create three altogether, by splitting the one you have. Each time you do so, you decide how many of the

special weapons (bazookas, grenades and so on) the new squad will share between them (all, half or none of the total you possess).

② Your bazookas.

③ Your grenades.

④ That's an enemy. Shoot it.

⑤ An enemy hut. Blow it up, quick, or they'll be streaming out of there all day.

⑥ A snowman. Be nice to it. (Only joking.)

⑦ Your map. Click on this to show the whole of the level at once, which makes it easier to see where the nearest pub is.



and skidoos, and the later levels even have fixed gun-turrets. You can capture and use any vehicle (including the turrets) the enemy possesses. There's all sorts of fun to be had just from running people over.

As it's a shoot 'em-up, there are power-ups a-plenty – usually in the form of crates full of fireworks, but occasionally you'll find something rather lovely, like a bullet-proof vest, a missile bonus or an instant-promotion-to-General icon (which is very rare indeed, and a bit of a pisser if you then get the chap killed).

It's a great game. It might seem similar in style to *Syndicate*, but it's considerably faster. Enemies (especially tanks and helicopters) have their own intelligence routines, and make life as hard as possible for you. The difficulty curve is just about perfect: you sweat and sweat over a level until you suss it, then get onto the next one which is a little bit harder. If you die, and have to re-do the previous level, it usually seems fairly easy after all. One of the later levels is called 'Running Out Of Ideas' – and they probably were by then –

but if you make it that far, you'll feel you've had more than your money's worth. **Z**

90

SCORE

Great fun for all the wrong and right reasons.

Minimum Memory: 2Mb

Minimum Processor: 386SX

Hard Disk Space Required: 5Mb

Graphics Modes Support: VGA, SVGA

Soundcards Supported: PC Speaker, Roland, Ad-Lib, Sound Blaster, Sound Blaster Pro

Controls Supported: Mouse

Comments: SVGA support for Tseng cards only

Price: £34.99 **Release Date:** End of April

Publisher: Virgin **Tel:** 081 960 2255



D/GENERATION

A classic game of the '90s, which coincidentally harks back to the classic games of the '80s, is now set to become a classic game for Windows.

Laurence Scotford tries to explain what on earth he's on about.



WHEN IT FIRST APPEARED a couple of years ago *D/Generation* generated a sigh of relief from just about every game player who came across it. Why?

Because it broke the increasing trend for new games to be spectacular in the audio-



Apparently Derrida has been getting increasingly worked up about the package: your consignment must hold the answer to restoring order to Genoa.

(Top) So far our hero has been having a ball. Now, however, a ball is having our hero. (Middle) Landing on the roof of the Genoa corporation, your adventure is about to begin.



visual departments whilst somewhat lacking in qualities like fun, addictiveness, and accessibility. Instead *D/Generation* as good as ignored all the advanced sound and graphics capabilities of modern PCs and relied entirely for its appeal upon the fact that it was jolly easy to get into and good fun to play.

Blue genes

The plot starts you as a motorcycle courier of the future (well jet-pack courier to be precise). You have arrived at the huge headquarters of the Genoa corporation in Singapore with an urgent package for Professor Derrida, the head scientist of the corporation. When you arrive at the building you discover that the building's security system has gone haywire and that the employees are being menaced by the bizarre genetic creations of Derrida and his team.

'This is a great game, and worth having if you haven't got around to discovering it yet.'



You decide there and then that it is your duty to somehow get the mysterious package to Derrida. To do that you must work your way from floor to floor, securing all the rooms by killing the genetic monsters within them and blocking the vents that they are using to spread themselves throughout the building.

As you make your way through the building you discover survivors. Naturally, being an all round good guy, you feel compelled to help each of them escape, but some of them can be quizzed for useful information beforehand. And you'll need as much information as you can get, because making your way through the building is not only extremely hazardous, it's also mind-bendingly difficult. Certain doors can only be opened with security keys or by entering passwords at computer terminals. Even if you do manage to clear the genetic creatures in each room you still have to solve the fiendish puzzles to progress.

Through the square window...

So, why are we re-reviewing an ageing game? Because Mindscape has chosen to re-release it to run under Windows, that's why. The game opens into a fixed size window, but other than re-sizing you can do everything you can with any other Windows application. The only other change to this new version is that Mindscape has, rather bizarrely, chosen to remove the option for joystick control. I can't fathom that one at all. Even so, this is a great game, and worth having if you haven't got around to discovering it yet. **Z**

(Bottom) Rescuing people gives you a nice warm feeling inside. Accidentally blowing them away is the usual way things go.



SCORE

Probably the best game that Windows users have ever played.

Minimum Memory: 4Mb
Minimum Processor: 386 SX
Hard Disk Space Required: 3.5 Mb
Graphic Modes Supported: VGA, (SVGA)
Soundcards Supported: Sound Blaster
Controls: Keyboard
Comments: Requires Windows 3.1 running in enhanced mode.
Price: £19.99 **Release Date:** Out now
Publisher: Mindscape
Telephone: 0444 246333

7

Superb Reasons to join Special Reserve

TURN TO PAGES 38 & 39, PLUS PAGES 68 & 69 FOR HUNDREDS MORE REASONS TO JOIN SPECIAL RESERVE



SUPER NES & FREE SCOPE 6 LIGHT GUN

Super NES + Mario All Stars
with Super Mario 1,2,3 & Lost Levels
One Nintendo joystick

FREE Scope 6 Light Gun
with 6 games

114.99



COMMODORE AMIGA A1200 LEMMINGS PACK

COMPUTER WITH MOUSE, BUILT-IN TV MODULATOR, 2MB RAM
EXPANDABLE TO 10MB, WORKBENCH 3.0, 32 BIT MOTOROLA
68020 PROCESSOR RUNNING AT 14MHz. NEW AGA GRAPHICS CHIPSET,
1 YEAR IN-HOME SERVICE WARRANTY, FREE LEMMINGS & DELUXE PAINT 3
A1200 AS ABOVE WITH INTERNAL 2.5" HARD DRIVE

COMPUTER + 64MB INTERNAL 2.5" HARD DRIVE ...415.99
COMPUTER + 80MB INTERNAL 2.5" HARD DRIVE ...439.99
COMPUTER + 127MB INTERNAL 2.5" HARD DRIVE ...489.99
COMPUTER + 200MB INTERNAL 2.5" HARD DRIVE ...539.99

275.99



COMMODORE AMIGA A1200 DESKTOP DYNAMITE PACK PLUS FOUR FREE GAMES

COMPUTER WITH MOUSE, BUILT-IN TV MODULATOR, 2MB RAM EXPANDABLE TO 10MB,
WORKBENCH 3.0, 32 BIT MOTOROLA 68020 PROCESSOR RUNNING AT 14MHz. NEW AGA
GRAPHICS CHIPSET, 1 YEAR IN-HOME SERVICE WARRANTY. WITH WORDWORTH 2.0 AGA
WORD PROCESSOR, DELUXE PAINT IV (AGA), PRINT MANAGER, OSCAR & DENNIS,
FREE ELITE 2, BATMAN RETURNS, LEMMINGS 2 & CIVILISATION AGA GAMES (WHILE STOCKS LAST)
A1200 DESKTOP DYNAMITE PACK AS ABOVE WITH INTERNAL 2.5" HARD DRIVE

COMPUTER + 80MB INTERNAL 2.5" HARD DRIVE549.99
COMPUTER + 127MB INTERNAL 2.5" HARD DRIVE475.99
COMPUTER + 200MB INTERNAL 2.5" HARD DRIVE599.99
COMPUTER + 340MB INTERNAL 2.5" HARD DRIVE749.99

325.99



COMMODORE AMIGA CD32 DANGEROUS STREETS PACK

INCLUDES WING COMMANDER, OSCAR, DIGGERS AND
DANGEROUS STREETS GAMES. CD BASED CONSOLE WITH
A1200 32-BIT POWER, 256,000 COLOURS FROM 16.7
MILLION PALETTE, 2 MEG RAM, FAST 14MHz
68020 CHIP. PLAYS AUDIO CD'S VIA ON
SCREEN DISPLAY, CD+G & DIGITAL VIDEO
CD'S WITH OPTIONAL FMV ADAPTOR.
OR WITH ADDITIONAL ELITE 2 AND
TRIVIAL PURSUIT CD'S AT 279.99

EXTRA CD32
CONTROL PAD
16.99

259.99
OR 279.99 WITH TRIVIAL
PURSUIT & ELITE 2



Megadrive 1 with
EA Sports (FIFA) Soccer
and two Control Pads114.99

Megadrive 1 with Sonic 2
and two Control Pads95.99
Megadrive 2 with Sonic 3
and two Control Pads124.99
Megadrive 2 with Aladdin
and two Control Pads114.99



6

PC SOUND EXPERIENCE V.2 SOUND BOARD FOR PC XT/AT OR ABOVE

WITH INBUILT ANALOGUE (15 PIN)
JOYSTICK PORT, MIDI INTERFACE
AND CD AUDIO INPUT SOCKETS. COMPLETE
WITH UTILITY SOFTWARE, AND 1 YEAR
WARRANTY. SPECIAL RESERVE'S
BEST VALUE SOUND CARD!

39.99



SAVE £££s

Save up to £10 off RRP's on games
PLUS Extra discount with our Money Off Coupons
NRG Jan/Feb issues contains an Extra £3.00 Off Elite 2
on Amiga, St & PC & the March/April issue contains an
Extra £3.00 off Indy Jones Fate of Atlantis on PC -
exclusively available to Special Reserve members!

Special Reserve is a discount club. Membership from £4.00.
NRG - 48 page bi-monthly colour magazine sent to every member
There's no obligation to buy and you can be any age.

Mail Order Sales Line 0279 600204

OPEN 10am til 8pm Seven Days a Week!

You can also Fax your order to us on: 0279 726842

Club Address: PO Box 847, Harlow. CM21 9PH

All prices include VAT and carriage to UK mainland. We supply hardware only to UK mainland addresses.

We pride ourselves on our after-sales service. (18 customer service lines) inevitably some games listed may not yet be available. Please phone sales on 0279 600204 to check availability before ordering. In the event of delay we issue refunds on request at any time prior to despatch. We reserve the right to change prices and offers without prior notification. E & O.E. Registered Office: Inter-Mediate Ltd, 2 South Block, The Mallings, Sawbridgeworth, Herts. CM21 9PG.
We only supply official UK products. Official suppliers of all leading brands. We sell games and peripherals all at amazing prices for Megadrive, Master System, Game Gear, Super NES, Gameboy, NES, Lynx, Amiga, Atari ST, PC, CD ROM and Apple Mac.
PRICES CORRECT AT TIME OF GOING TO PRESS. 10.3.94



FOR A FREE 16 PAGE COLOUR CATALOGUE CLIP THIS CORNER &
SEND IT WITH YOUR NAME AND ADDRESS DETAILS TO:
JOHN KNIGHT, (DEPT PZ), SPECIAL RESERVE,
PO BOX 847, HARLOW, ESSEX. CM21 9PH

**FREE
CATALOGUE**

FLY THE US NA

FLY DEFENDER

THE F-14 TOMCAT

The steam catapult hurls you into the sunset. There's an incoming threat to the fleet. It could be anything: from 'Bear' bombers to 'Flanker' fighters. Over your shoulder you see your wingman shadowing you. Down below others are waiting for your call.

This is *Fleet Defender* : the definitive simulation of the F-14 Tomcat from MicroProse.

The threat has melted away. Now, you'll have to land. This'll take skill, nerve and lightning quick reactions. Drop onto a 600 ft strip and 'catch the wire' - 150 mph to zero in two seconds!

This is your job: it's what you've been trained for.

This is *Fleet Defender* : featuring some of the most striking graphics ever seen on a flight sim: rolling terrain, rough seas, even the rivets on the Tomcat's skin.

Fleet Defender: the F-14 Tomcat Simulation

This one will take your breath away!



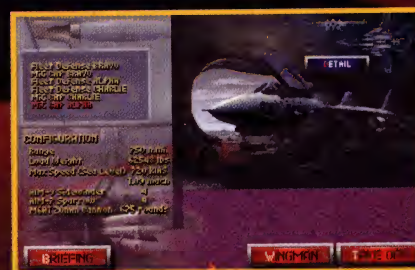
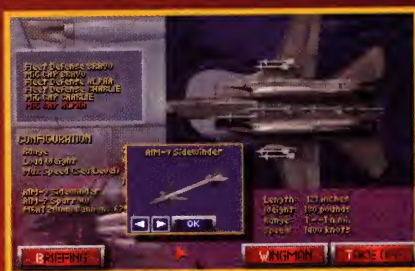
MICRO

FOR IBM PC COMPATIBLE

Y'S TOP GUN!

NET ANDER

AT SIMULATION



PROSE

ACTUAL GAME GRAPHICS SHOWN



MERCHANT PRINCE

Mixing avarice with politics

Chris Anderson attempts to become rich, powerful and Pope – all in one game. That's renaissance men for you.



IF IT'S ANOTHER buying, selling, plundering and making lots of money game. If you're not averse to playing around with the odd strategy game or

two, you've probably seen lots like this one.

The first time you play them, you play them for bloody ages until you suddenly realise you've been buying all the wrong stuff and going to all the wrong places. At this point you'll do one of two things: bin it because it's crap, or say to yourself: 'Right, I know exactly what to do now, let's go for it from the top'. It's as simple as that. You'll either end up with a game you'll play to death until you win it, or you'll have a couple of new floppy disks to format.

When I first saw *Merchant Prince* I was almost convinced I would be playing it for a few hours, and thereafter *Merchant* and I would be going our separate ways. As it turned out, despite the dodgy graphics which I felt were almost daring me to play, I waded in and got a lot more than I'd bargained for.

Columbus eat your heart out

Your objective in *Merchant Prince* is to be the richest merchant in Venice by the end of the game. This is not a simple case of buying tons of really cheap stuff and selling it for a massive profit; there are three computer opponents with the same goal who you have to outwit at every turn to win. This involves manipulating the corruption inherent in the church to your own advantage, and so becoming a political power, and spreading your influence throughout the world.

You start *Merchant Prince* with a meagre amount of money and a couple of galleys to use for trade and exploration. To begin with, the world map is blanked out so you need to explore an area before you can see



what's in it. The best approach is to use your small ships to cover as wide an area as possible, and use the large ones with a bigger cargo capacity for trading.

The game is played on a turn basis, with each of your units having a set amount of movement points each turn, so it's important to establish a reasonably lucrative trade route as early in the game as possible and start building up the florins. As is the case with all trading games, the first thing to do is find out what products sell for the most money, discover the



(Above) The Doge's Palace. Full of corrupt politicians hanging about waiting for a decent bribe.

	Attack	Defense
ACCESS	NONE 299	NONE 155
ACCESS	NONE 366	NONE 156
ACCESS	NONE 718	NONE 100
ACCESS	NONE 263	NONE 80
ACCESS	NONE 238	NONE 126
ACCESS	NONE 375	NONE 113
ACCESS	NONE 206	NONE 65
ACCESS	NONE 282	NONE 61
ACCESS	NONE 200	NONE 61
	48/10 PER TURN	

cheapest place to buy them and then locate the places willing to pay the most for them. After that it's a simple matter of buying

lots of ships, loading them up with the goods, and sending them off to earn heaps of dosh.

Once you know where you want your

ships to go and what you want them to trade in, you can automate the routes, so all you have to do is call up the route screen for any of your ships, set the destinations and cargo type, and sit back and watch them follow your orders for each turn. Once you've got a few of these set up, your money will soon start to accumulate. When you've got enough of it, you'll be in a position to start throwing your weight around in the church and political circles. That's when the fun really starts.

(Above) Feeling flush? Spend an absolute fortune on getting some mercenaries to run around beating everybody up.



The Control Interface

- 1 Displays miniature view of the entire playing area.
- 2 Displays active unit type.
- 3 Shows what cargo the active unit is holding.
- 4 Stops active unit. Useful if your ship's approaching a city with pirates.
- 5 Activates the buy/sell screen if the unit is docked.
- 6 Cycles between movement modes. You can tell your unit to take a long, safe route, or a fast, dangerous one.
- 7 Brings you back to the main menu.
- 8 The route button enables you to set trade routes.
- 9 The ledger gives general info on the cities and players.
- 10 The globe brings up the world map and shows unexplored terrain.
- 11 The shovel is used for building roads through mountains and deserts.

A life on the ocean wave

Finding the best trade routes and taking advantage of them will certainly make you a substantial amount of money and get you started in the game, but the real money is in the church and politics. Saint Marc's Basilica is home to the Pope and all the cardinals. The cardinals can be bought and each one you own entitles you to one vote in the papal election. Get enough votes and you can become Pope and make lots of money from your rivals through the sale of cardinalships.



SCORE

Don't let the dodgy graphics fool you. If you give this game half a chance you'll be hooked.

Minimum Memory: 1Mb

Minimum Processor: 8086/12MHz

Hard Disk Space Required: 4Mb

Graphics Modes Supported: VGA

Soundcards Supported: Ad-Lib, Sound Blaster

Controls: Mouse

Price: £44.99 Release Date: Out now

Publisher: Mirage Telephone: 0260 299909

MOVE POINTS

The Doge's palace is the political centre in the game. The Doge is elected by the senate and you can bribe any of the ten most powerful senators to gain their votes so you can run for Doge and take heaps of loot from the treasury.

Much back-stabbing, slandering and murdering is necessary if you want to become Pope or Doge. Senators and cardinals get bumped off left, right and centre as each player hires assassins to attack the officials currently loyal to their rivals. For this reason it's unwise to spend money in the church or Doge's palace until you have enough to buy a large number of cardinals or senators so that you can run for election immediately.

Elections for Pope and Doge take place every ten turns, but if you can't wait you can simply hire a murderer and have the offending Pope or Doge taken out of the equation.

Own up you murdering rotters

The back-stabbing is not confined to the council chambers and Saint Marc's. Each player can hire mercenaries at any time. Some cities deny access to merchants from Venice, and need to be 'persuaded' to change their attitude. Constant attacks from pirates and those unfriendly types from Genoa are another reason to bring in the tough guys. Mercenaries are expensive



(Above) The six modes of transport. Camels are zippy in the desert and donkeys are pretty nifty in the mountains. Ships are, er, just ships really.



(Above left) Saint Marc's. Buy lots of cardinals, become Pope, wear silly hats and wave at everyone.



IN PERSPECTIVE

It's the gameplay in *Merchant Prince* that gives it the edge on the other two games here. The *Patrician* looks better than *Merchant Prince* but isn't. *Napoleon* looks worse and is.

Merchant Prince

The Patrician

Napoleon

EXCELLENT GAMES

Having won *Excellent Games* in the tombola at the Women's Institute, **Chris Anderson** was delighted to find that not all compilations are synonymous with crap...

COMPILATIONS SEEM to be cropping up everywhere these days. Trouble is, software houses tend to use them as an excuse to squeeze the last bit of mileage out of their old titles. Old titles, I might add, that didn't sell very well when they were originally released. The unfortunate result is most compilations offer one decent game together with any number of completely duff ones. So, if you managed to find one with not one, not two,

band of people, flattening land so they can build shelters, creating leaders so they can scrap with your rival's populace, and using Divine Intervention to wreak havoc on his land. *Populous 2* is one of the best examples of this kind of strategy game and, with each world getting progressively harder to win, it should keep any strategy fan happy for a long time to come.

How well you'll get on with *Jimmy White's Whirlwind Snooker* really depends on whether or not you like snooker or pool in real life. If you do, you'll like this game. The

graphics are good, the camera views of all the shots are superb, and it has a distinct 'I'll beat that varmint this time if it kills me' quality about it that will keep you playing for hours at a time.

How much?

James Pond 2: Codename Robocod is a better-than-average platform game with great graphics and

sound, and there's nine massive levels of it. The scrolling is particularly smooth, and the joystick response to your fishy character's movements are fast and precise.

If platform games are your thing, you'll have hours of fun with this one.

Car And Driver is all about people sitting in cars and driving

them about, funnily enough. This is the weakest game on offer here. The graphics and sound effects are good enough, but you can only get so much enjoyment out of driving cars around the same race tracks. Its one redeeming feature is you can go to the parking lot and crash into lots of expensive cars when you get bored. Overall, *Excellent Games* represents great value for money, so if you haven't got any of the titles on it already, buy it now and save yourself a heap of cash. **Z**

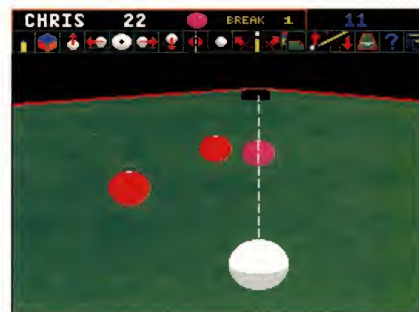


but three brill games on it (and one monumentally average one - you can't have everything I suppose), you'd be shouting: 'Flippin' barg or what?' and pulling out your readies in a flash, wouldn't you? Well, shake the dust off the old wallets mateys because it is with great pleasure I announce the arrival of... (sound of trumpets going berserk in background) *Excellent Games*!

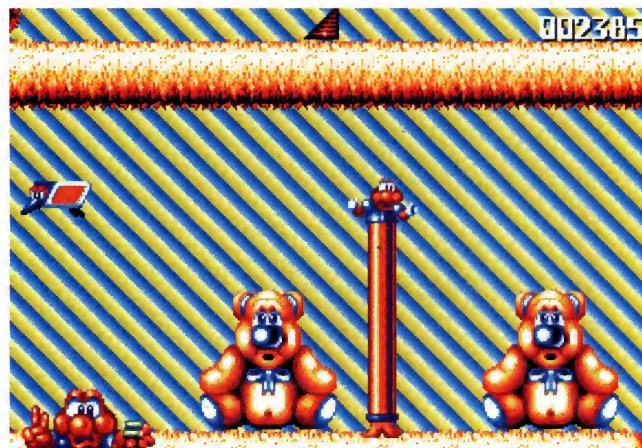
That'll do for me mate

Populous 2 is, to my mind at least, the best 'let's play God' game around at the moment. The original game was excellent and the sequel is even better, with major improvements in the graphics department and a host of new options. Your objective in the game is to defeat a rival God on each world by developing your initially small

'Overall, Excellent Games represents great value for money, so buy it now.'



(Right) Always ready to take on the difficult shots, that's me.



SCORE

Great games at a great price. A compilation definately not to be missed.

(Middle right) James Pond proves he can be flexible in Robocod. (Above left) Play God and order lots of little people around in Populous 2. (Above right) Sod the race tracks, let's play dodgems in the parking lot.

Minimum Memory: 640K
Minimum Processor: 386/16MHz
Hard Disk Space Required: 9Mb
Graphics Modes Supported: VGA, (SVGA)
Soundcards Supported: Roland, Sound Blaster, Ad-Lib
Controls: Mouse, Joystick, keyboard
Price: £39.99 **Release Date:** Out now
Publisher: Beau Jolly **Telephone:** 0737 222003

AWARD WINNERS

GOLD EDITION

Oh my God! *Sensible Soccer*, *Elite Plus*, *Zool* and *Jimmy White's Whirlwind Snooker* all in the same box. **Chris Anderson** revels in this veritable feast of games.

H

AVING ALREADY raved about how good the *Excellent Games* compilation is compared to all the crap comps already on sale, I was a little surprised

when the editor handed me another one which is even better.

Software houses seem to have finally wised up to the fact that no-one wants to buy a collection of rubbishy titles – no matter how many of them they stick in the box. Consequently, they are all zooming around trying to snap up all the best games in a desperate effort to out-compile each other. This is great news for PC gamers. If the trend continues and compilations of this quality turn up frequently, the question to ask yourself will no longer be which new game you should spend your hard-earned cash on, but which new compilation?

Fabulous footie

The line-up for *Award Winners* is quite stunning. There isn't a single game here which would not score at least 80 in its own right. First up is *Sensible Soccer*, which may not be up for any awards in the graphics department, but is still the most playable footie sim you'll find on the PC. The passing is smooth and fast, the sound effects are excellent and it has oodles of design options, from editing all the teams to designing your own tournaments. If you like football, you'll love *Sensible Soccer*.

Excellent Elite

Elite Plus is an updated version of the classic space trading and combat game, and is still an engrossing and addictive experience despite the fact it has now been superseded by its own sequel, *Frontier: Elite 2*.

Gameplay consists of buying and selling merchandise for profit, fighting with any body who pisses you off, and generally getting completely lost in the whole affair as you navigate through eight galaxies consisting of 2,000 planets. Ensure you have time on your hands before sitting down in front of this one, because once you've developed a taste for *Elite* you won't want to do anything else for a long time.

Perfect platformer

Zool is simply the fastest, smoothest, biggest, most awesome piece of platform game action ever to appear on a PC. The music's brilliant, the graphics are colourful and exciting, hidden bonuses are lying about all over the place and the gameplay is fast and furious. Fiendishly clever puzzles perfectly complement the non-stop arcade action, and the game is full of neat little touches

and surprises. As platform games go, *Zool* is the closest thing to perfection you're likely to find.

Smart snooker

It says something for the quality of the other titles in this compilation that *Jimmy White's Whirlwind Snooker* is the weakest offering of the bunch. It's still a perfectly acceptable snooker sim, with multiple camera angles to help you fine-tune your shots, fairly decent 3D graphics and enough player-definable options to keep snooker fans knob-twiddling for ages. Frankly, for 35 quid you simply cannot go wrong with *Award Winners*. **Z**



SCORE

Superb quality games with unrivalled value for money. Buy it now!

(Top) If all else fails in *Sensible Soccer*, just run like mad and boot it as hard as you can.
(Middle) Classic space trading and combat with *Elite Plus*.
(Bottom) Even I can't miss this one.

Minimum Memory: 640K

Minimum Processor: 386/16MHz

Hard Disk Space Required: 1.9Mb

Graphics Modes Supported: VGA (SVGA)

Soundcards Supported: Roland, Sound Blaster, Ad-Lib

Controls: Joystick, keyboard

Comments: High density floppy drive needed for key disk

Price: £34.99 **Release Date:** Out now

Publisher: Empire Software

Telephone: 081 343 7337

CHAMPIONSHIP MANAGER FOR WINDOWS

Just as **Paul Lakin** finally managed to guide Cambridge United to the top of the Premier Division, (albeit for one week only) in came *Championship Manager For Windows*, meaning he had to start all over again.



OME GAMES are designed as Windows versions, some games grow into Windows versions and some games have Windows versions thrust

upon them. The prospect of a Windows version of *Championship Manager* was exciting because it could almost fit into the first category and certainly seemed an ideal game to grow into a Windows version. The whole structure of the original *Championship Manager* is almost that of a Windows product, one of its strengths is the manner in which you can flick from one screen to the next without continually going back to a central menu. *Premier Challenge* showed what could be done with a Windows based management game. Plenty there for *Championship Manager* to learn from.

Shame then that the lessons went unlearned. This is not a Windows game in any way except that it runs in Windows. Which obviously means it is a Windows game. However all this boils down to is that you load it through Windows and can leave it running while you get on with working on other utilities. The benefits of this for a game like CM are twofold. Firstly it's exactly the sort of game that it's great to dip into

every now and again without having to go through the hassle of loading it up every time and secondly any game that can be hidden behind a spreadsheet at a moments notice can't be all bad. So it's boss sensitive. It's mouse sensitive too. Rather too often I found myself clicking out of the game when I didn't want to.

Now, obviously, this is partly due to my hand/eye co-ordination having stopped evolving somewhere around the Triassic period, but it's not helped by the screens in this version being in a fixed size Window. The only other obvious change is the speed which is a tad slower. Not seriously enough to materially affect the playing of the game, but on a 486/33 there was a slight pause between the implementation of tactical changes. No more than an electronic catching of breath but still slightly irritating.

Let's put this in perspective. *Championship Manager* is one of the best football management games. It hasn't suddenly gone crap just because of its conversion to Windows. However it is disappointing that there's been no attempt to exploit the opportunity and really make use of the Windows system. Having finished the review I went straight back to playing the DOS version. **Z**



Minimum Memory: 600k

Minimum Processor: 386

Hard Disk Space Required: 2Mb

Graphics Modes Supported: VGA

Soundcards Supported: Ad Lib, Sound Blaster, Roland.

Controls: Keyboard, Mouse recommended.

Price: £29.99 **Release Date:** Out Now

Publisher: Domark **Tel:** 081 780 2222

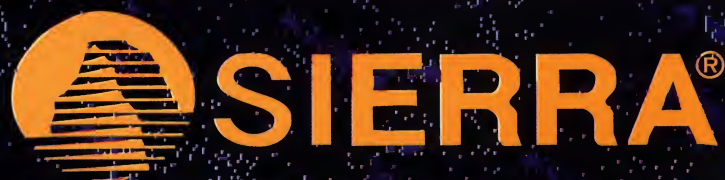
Ah, another Third Division mid table thriller

FIRST AMONG EQUALS

If you know all about *Championship Manager* then ignore this box. If however you're new to the world of football management here's a brief summary. CM is one of the best of the football management games, it allows you to manage any team in the football league, buy and sell players, select playing styles and formations and generally do all you can to guide your club to league and cup success. Despite a few lapses (including the size of the leagues and the placing of some teams) club and league details are accurate to the beginning of the 93/94 season, from then on matters are in the hands of you and the game's AI.

Actual matches are displayed as bar graphs, demonstrating the relative performance of the defence, midfield and attack while individual players performance can be accessed through a stats screen. It's very addictive, though unrealistically easy.

'The structure of the original is almost that of a Windows product.'



The largest, most exciting range of CD games!

**We Guarantee full Satisfaction,
or Exchange your Game!**

★ **Adventure Games**

- ★ Gabriel Knight
- ★ Police Quest IV
- ★ Leisure Suit Larry 6
- ★ Freddy Pharkas
- ★ King's Quest VI
- ★ King's Quest V
- ★ Laura Bow II
- ★ Fascination

★ **Simulations**

- ★ Aces of the Pacific
- ★ Red Baron
- ★ Outpost
- ★ ESS Mega

★ **Interactive movies**

- ★ Lost in Time
- ★ Inca
- ★ Inca II

★ **Puzzle games**

- ★ Goblins
- ★ Goblins2
- ★ Goblins3
- ★ Sid & Al's Incredible Toons

★ **Classic Collections**

- ★ The Leisure Suit Larry Collection
- ★ The Space Quest Saga
- ★ Saga of Aces

★ **Role Playing Games**


- ★ Betrayal at Krondor
- ★ Quest for Glory IV

We are prepared to guarantee your full enjoyment of
Sierra, Dynamix and Coktel CD games.
If you don't enjoy your purchase, we'll exchange it!

For further information contact
Sierra Customer Service : 0734 303171

CONDITIONS:

1. Offer ends September 30, 1994.
2. One exchange per person per household.
3. Product must be returned in "as new" condition as possible.
4. Product must be accompanied by receipt and coupon within 21 days of purchase.
5. Applies to SIERRA, DYNAMIX and COKTEL CD productions.
6. This offer does not affect your statutory rights.

 **SIERRA®**
Productions

 **Dynamix**
PART OF THE SIERRA FAMILY
Productions

 **COKTEL VISION**
Productions



Another American football game; another review for Patrick McCarthy, the only man in the office who knows a tight end has nothing to do with lycra underwear or step aerobics.



LIKE TOM LANDRY *Strategic Football* (reviewed in issue four), *NFL Pro League Football* is a management game. In other words, you're the coach, calling

the plays, and someone else is out there getting sweaty – although if you're as fat as most coaches, you'll probably be pretty sweaty yourself, too.

It allows for one or two-player games, with two-player games playable either on the same machine or via a modem link-up. To prevent your opponent cheating, it comes with some handy play cards on which the offensive and defensive plays are written, allowing you to call plays without having them appear on-screen. Games can be one-off exhibition matches, or whole seasons can be played with any of the large number of teams included. Weather can also be random, computer-controlled, or chosen by you. It's pretty stupid, though – we managed to get 70 degrees and snow.

Teams

There are several teams available for each 'franchise': for example, Redskins fans will be pleased to know that they're not lumbered with this year's team, but can select the 1991 Superbowl winners; Giants fans can pick the 1990 team, and Bills fans can pick any team they want really – they'll still lose the Superbowl.

Plays

The point of the game, of course, is play-calling. As such, you'd expect a hefty selection of plays to be available, and there

are certainly plenty. The problem is that the plays available are all single-option stuff. Passing plays only designate one receiver however many are on the field, which is pretty weak. No real-life coach designs a passing play with three wide receivers on the field in which only one receiver is planned to catch the ball – the quarterback is always given as many options as possible.

The major part of a coaching game – and virtually the only source of enjoyment, given that you can't execute the plays yourself – is inventing your own plays and putting together your own playbook. This game doesn't have anything like the complexity of *Front Page Sports Football Pro*, which even allows for actions before and after the snap, and has almost infinite capabilities for making up any kind of play you want – sophisticated, bizarre or just plain stupid. Considering this game doesn't have the added arcade elements of *Front Page Sports Football Pro*, its appeal is somewhat lessened. Where the game is good is in its league-creation facilities.

Half a league, half a league...

It's possible to make up any league of your own choosing, and you're free to decide how many teams, divisions and conferences there will be. The teams to make up the league can be selected in a variety of ways. You can use all the teams from a single season, or mix up any combination of teams from various seasons; you could make one up with all the divisional champions from the last two years, or all the teams who won less than five games and have a loser's championship, or whatever you want.

The nightmare bit when making up your own league is the fixtures schedule. There's an automatic creator that will do an NFL-style list for you, but I made a league of two divisions of four teams, and thought I'd make up the fixtures myself. The good news is it's a very flexible system which can be created, fiddled with, and generally altered at will; the bad news is that creating a ten week season by hand needs the patience of an assistant to Bridget Riley.

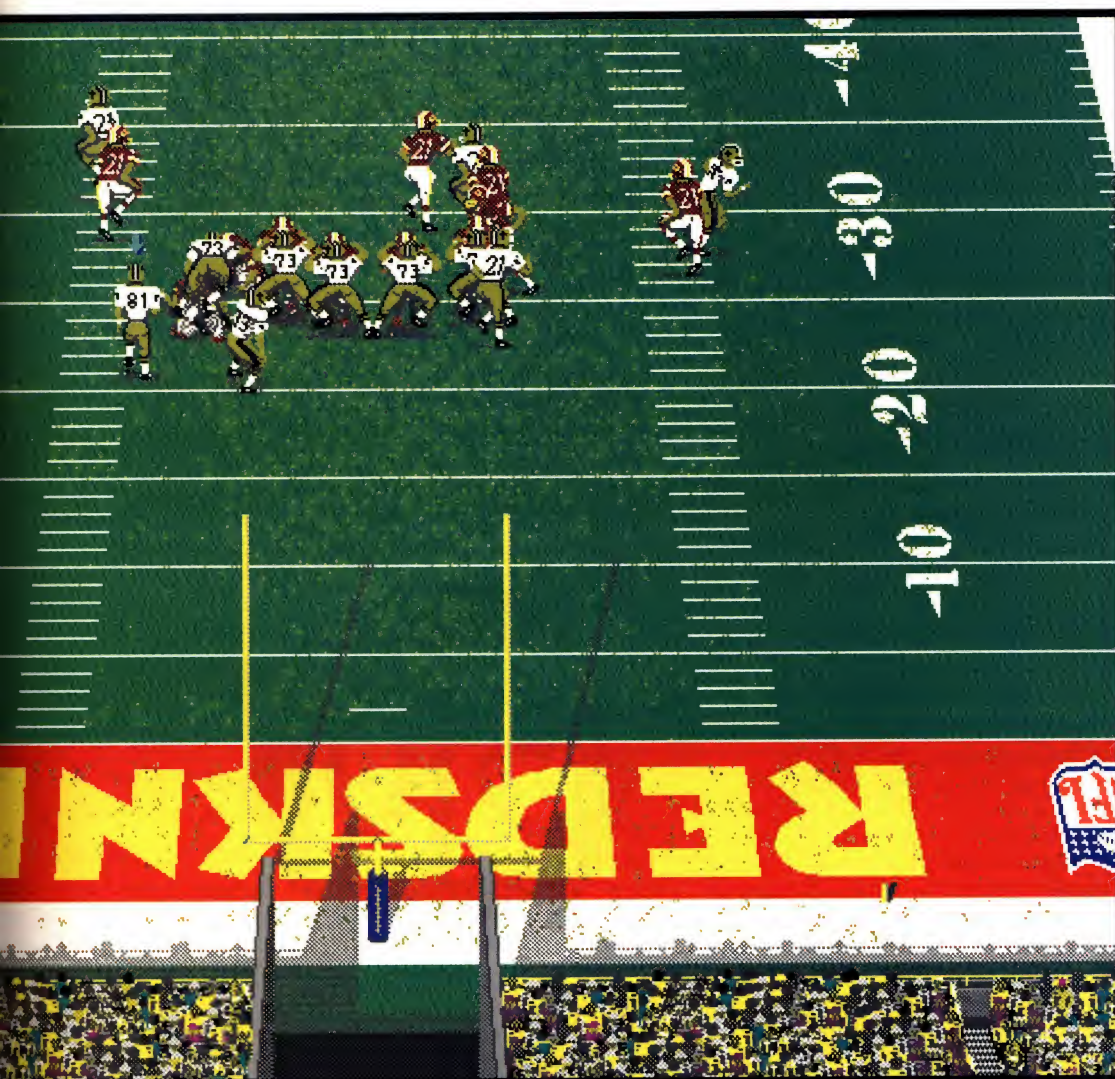
A bit of a draft

You can also create teams from scratch using the Draft facilities and incorporate them into leagues with real teams. You can have a college draft (in which professional teams trawl through the ranks of college players to see if any of them have both their knees left), or there's the fantasy-style draft from the professional teams. Both can have strict spending limits imposed for extra authenticity.

(Above) Depressed by the failure of their strategic play to excite the fans, the players decide instead to entertain them with some Morris Dancing.



NFL PRO LE



You decide the teams taking part and the teams they can pick from, and everyone then takes turns picking a 45-man squad. You can make every choice for every team yourself if you're particularly obsessive, which, if you start now, should see you finish just in time for next season. Information on-screen shows the number of individuals available for each position, and the computer can be used to recommend players or pick the teams you're not interested in. This isn't a good idea if you want to create a super-team, because the computer nicks all the players you want.

A good feature is that, once you've finished the drafts, you can save the newly-created teams under team names with the suffix 95-99. These teams then appear as selectable teams back in the initial game options, and can be used in the same way as the proper teams (even to take part in another draft). Pretty nifty, and ideal for

the power-crazy: you could set up a league draft just to create your own personal dream team, save it as a proper team and use it to give all the real teams a really good hammering.

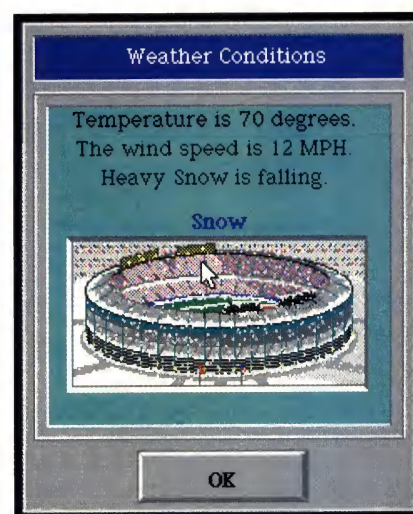
The non-beautiful game

The game itself is played in one of two ways: you either see the play animated before your very eyes, or simply see the results. The animation won't set the Disney studios fretting. The leg action of the offensive linemen had passers-by in hysterics. They look disturbingly like Max Wall doing a sand-dance; the receivers and backs look like a modern dance troupe doing a socially-satirical 'running' bit from a hard-hitting new performance piece, and the whole thing moves with the speed of Tug from *Home And Away's* brain patterns. But the alternative, the instant result, makes you feel as if you're being cheated, especially as the computer doesn't go into

any kind of 'hmm, hold on a second, I'm just permutating the ramifications of your play-selections based on...' mode.

Worst of all, defensive intelligence isn't what it should be; when your opponent runs a sweep to the right, it's frustrating to see your left cornerback racing away downfield, stuck to the opposing wide receiver like a Siamese twin, instead of turning round to make the tackle.

And let's face it, just calling the plays all the time gets boring after a while. Sooner or later you want to get in there and do a little better yourself. As it is, the only way to spice the game up is to use the custom play option to make up plays as you go along, with the clock running. The limited options available mean that you end up producing plays that are virtually identical to the ones already there, but at least



there's the thrilling race against time to enhance your existence.

Another management game

The arrival of this game, so soon after we've spent so many billions of person-hours ploughing through a wide array of proper football management games, highlights the difference in standards involved. In part it's to do with expectations, and in part with the types of sport involved.

As far as expectations go, a lot of Americans spend a lot of time playing fantasy simulations of baseball and American football management. They've been doing it for years, with games based on complicated statistical systems which the upstart computer game has to be very good to rival, especially if it's going to win

'The whole thing moves with the speed of Tug from Home And Away's brain patterns.'

AGUE FOOTBALL



round personality types who care far more about statistical accuracy than they do about pictures of fancy helmets and grunting samples. Football fans, on the other hand, have had to make do (until very recently) with rather uninspired imitations of football on computer, and the fantasy leagues that have recently experienced such a boom in popularity are - let's face it - pretty simplistic.

It has a lot to do with the difference in the respective sports. Baseball and American football both revolve around a series of set-piece confrontations that lend themselves to being categorised statistically, but soccer is free-flowing and you tend to be dealing in abstracts. So, whereas an American football management game will have a statistic at its disposal - the actual number of rushing yards a player averaged per attempt - a soccer management game will have a player with running speed and passing rating based on more-or-less informed opinions.

As a manager in an American sport you deal with hard facts, and are involved from moment to moment. Effects of management decisions are seen instantly: you call a run up the middle on third-and-one and you either gain the first down or get stopped; or you order a sacrifice fly with a runner on third base and the runner will either score on the throw or not. As a soccer manager, on the other hand, you make decisions based on general principles and intangibles, set up your team as best you can, and from then on it's more or less out of your hands. This makes it easier to produce a satisfying simulation of baseball or American football than to produce a decent football game.

The point of all this wittering is that if you look at this game as a management game in competition with football management games, it has features that make it stand out, generally in the league and team creation department. But if you look at it as an American football

management game, there are better games around - *Front Page Sports Football* being the obvious choice - even though the management side is not the whole reason for their existence, as it is with *NFL Pro League Football*. If this was a soccer management game, the amount of teams available and the league customisation and team-creation facilities would be unique. But that's the problem - all you really need after that to make a halfway decent American footy game is to have access to accurate statistics, and know enough about the game to incorporate plenty of pre-defined plays.

Ultimately, *NFL Pro League Football* is aimed at a very particular market, which is almost exclusively American, and unfortunately, even in terms of its playbook and play-creation facilities, it doesn't

match the standards of *Front Page Sports Football* or *Coaches Club Football*. **Z**



Minimum Memory: 4Mb RAM (3Mb XMS essential)

Minimum Processor: 286 16MHz (386 33MHz recommended)

Hard Disk Space Required: 9Mb

Graphics Modes Supported: VGA

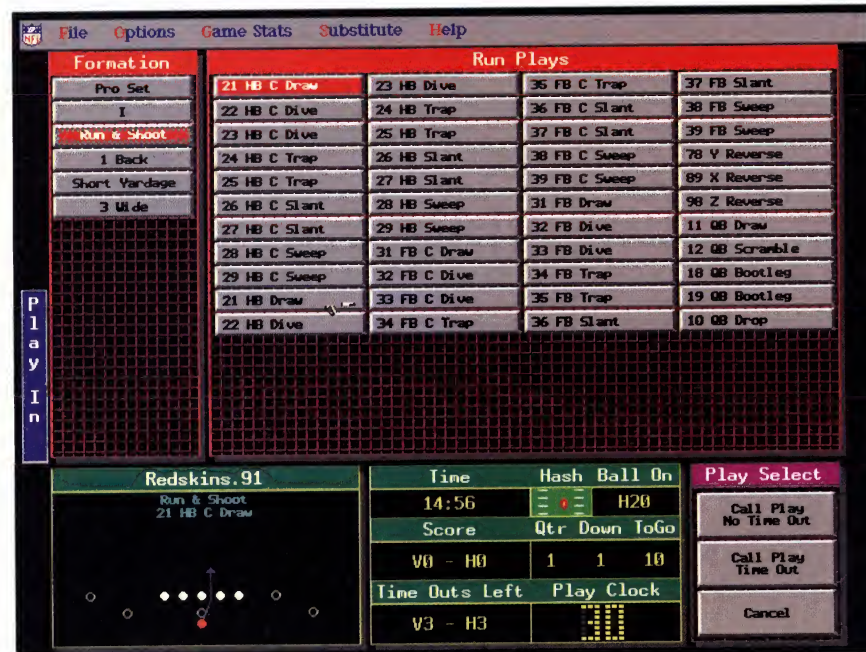
Soundcards Supported: Ad-Lib, Sound Blaster

Controls: Keyboard, Mouse

Comments: DOS 5.0 or above required; Hayes-compatible modems supported; 132-column printers supported

Price: £39.99 **Release Date:** Out now

Publisher: Digital Integration **Tel:** 0276 684959



(Top) American Football is a serious, strategic game, not for those who find terms like Flare, Streak or Drag even slightly amusing. (Left) Notice the bootleg option, presumably favoured by the Pirates.

IN PERSPECTIVE

NFL Pro League Football is certainly not the best of the bunch. This title still belongs to *Front Page Sports Football*.

Coaches' Club Football

Front Page Sports

NFL Pro League

Tom Landry

LemmingsTM for breakfast



"catch my wacky competitions in your local and national newspapers"

**Special value
Easter Lemming packs**
available from £9.99 while stocks last at branches of

WHSMITH



WATCH OUT FOR LEMMINGS ON THE BIG BREAKFAST AND YOUR CHANCE TO WIN £1000* OF COMPUTER EQUIPMENT EVERY DAY.

You just can't get away. Even at breakfast, these lovable little guys with the green hair will be popping up to make your Easter. And if you visit Boots or W H Smiths you can grab yourself a special 'Lemmings for Breakfast' pack from £9.99 while stocks last.

At Easter, treat yourself. Have Lemmings for Breakfast.

LEMMINGS ON THE BIG BREAKFAST
MARCH 28TH, 29TH, 30TH, 31ST AND APRIL 1ST



© Psygnosis Ltd. 1994. Psygnosis and Lemmings are trademarks of Psygnosis Ltd. All rights reserved.

*At retail value.

Printers for Amiga, ST & IBM PC - All with FREE PRINTER LEAD



PANASONIC KXP2123 COLOUR PRINTER

24 PIN, 80 COLUMN, 192 CPS/64LQ, 7 FONTS (1 SCALABLE), EXTREMELY QUIET 43.5 DBA NOISE LEVEL, FREE PRINTER LEAD. 1 YEAR WARRANTY. ONE OF THE QUIETEST DOT MATRIX PRINTERS ON THE MARKET

.....214.99



EPSON LQ100 PRINTER

24 PIN, 80 COLUMN, 250 CPS/72 LQ, 8 FONTS (2 SCALABLE), QUIET 50DB NOISE LEVEL, EASY TO USE CONTROL PANEL, FREE PRINTER LEAD. 1 YEAR WARRANTY. EXCEPTIONAL QUALITY LOW COST 24 PIN PRINTER

.....164.99



CANON BJ10 SX BUBBLE JET PRINTER

64 NOZZLE, 80 COLUMN, 110LQ CPS 2LQ/3 DRAFT FONT, 1 YEAR WARRANTY, FREE PRINTER LEAD. A SMALL, PORTABLE PRINTER, VERY QUIET IN OPERATION YET GIVING OUTSTANDING PRINT QUALITY. FASTER AND QUIETER THAN THE BJ10EX.

.....215.99



EPSON STYLUS 800 INKJET PRINTER.

48 NOZZLE, 80 COLUMN, 150CPS LQ, 360DPI RESOLUTION, 4 SCALABLE FONTS, LOW RUNNING COSTS, EASY TO USE CONTROL PANEL. FREE PRINTER LEAD. 2 YEAR WARRANTY

.....264.99



CITIZEN SWIFT 90C COLOUR PRINTER

9 PIN, 80 COLUMN, 240CPS/54NLQ, 6NLQ FONTS, 2 YEAR WARRANTY, FREE PRINTER LEAD. A 9 PIN PRINTER WITH COLOUR FACILITY AND FULL PAPER HANDLING FUNCTIONS.

.....159.99



STAR SJ144 COLOUR THERMAL PRINTER (PC COMPATIBLE)

LASER QUALITY. 3 PPM MONO, 1.4 PPM COLOUR. 360x360 DPI GRAPHICS RESOLUTION. 8 RESIDENT FONTS, 15 TRUE-TYPE FONTS ON PC DISK. 1 YEAR WARRANTY. FREE PRINTER LEAD

.....419.99



CITIZEN SWIFT 200C PRINTER + COLOUR KIT

24 PIN, 80 COLUMN, 216CPS/72LQ 6 LQ/1 DRAFT FONT, AUTO SET FACILITY, INPUT DATA BUFFER, AUTO PAPER LOADING, ENVELOPE PRINTING, 2 YEAR WARRANTY. FREE PRINTER LEAD.

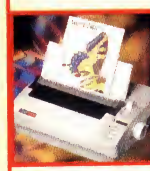
.....189.99



STAR LS 5EX LASER PRINTER (PC COMPATIBLE)

5 PAGES PER MINUTE, 1 MEG MEMORY EXPANDABLE TO 7. 600 DPI RESOLUTION. 14 RESIDENT FONTS (8 SCALABLE) & 15 TRUE-TYPE FONTS ON DISK. DUAL PAPER FEED. 1 YEAR ON-SITE WARRANTY. FREE PRINTER LEAD

.....649.99



CITIZEN 240C PRINTER + COLOUR KIT

24 PIN, 80 COLUMN, 240CPS/80LQ, 9LQ/1 DRAFT FONT, 2 YEAR WARRANTY, FREE PRINTER LEAD. ADVANCED VERSION OF 24E WITH AUTOSSET FEATURE AND LCD CONTROL PANEL

.....229.99

APPLE MACINTOSHES



BOTH MACINTOSHES COME COMPLETE WITH MICROSOFT WORKS 3 INTEGRATED SPREADSHEET, WORD PROCESSING AND DATABASE SOFTWARE AND MICROSOFT FLIGHT SIMULATOR 4 PLUS FREE MEMBERSHIP

APPLE MACINTOSH LCIII 4/80 WITH 14" PERFORMA COLOUR MONITOR

25MHz 68030 PROCESSOR, 4MB RAM, KEYBOARD, MOUSE, MICROPHONE, 3.5" 1.44MB SUPERDRIVE AND INTERNAL HARD DISK 80SC. ONE YEAR WARRANTY. COMPLETE WITH SOFTWARE AS LISTED ABOVE & FREE MEMBERSHIP.

.....829.99

APPLE MACINTOSH LC475 8/160 WITH 14" PERFORMA COLOUR MONITOR

25MHz 68LC040 PROCESSOR, 8MB RAM, KEYBOARD, MOUSE, MICROPHONE, 3.5" 1.44MB SUPERDRIVE AND INTERNAL HARD DISK 160SC. ONE YEAR WARRANTY. COMPLETE WITH SOFTWARE AS LISTED ABOVE & FREE MEMBERSHIP

.....1059.99



4 MB RAM EXPANSION FOR MACINTOSH LCIII OR LC475 (72 PIN). ALSO FITS CENTRIS AND QUADRA 610, 650 & 800 MODELS. EASILY INSTALLED TO UPGRADE FROM 4 MB RAM TO 8 MB RAM

134.99

APPLE PRINTERS

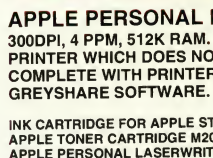
FOR ANY MACINTOSH OR PERFORMA.



APPLE STYLEWRITER II INKJET PRINTER

360 DPI FOR NEAR LASER QUALITY OUTPUT. COMPLETE WITH SHEET FEEDER FOR A4 SHEETS OR ENVELOPES, PRINTER LEAD & INSTALLATION SOFTWARE.

.....269.99



APPLE PERSONAL LASERWRITER 300

300DPI, 4 PPM, 512K RAM. A VERY CAPABLE LASER PRINTER WHICH DOES NOT REQUIRE LOCAL TALK. COMPLETE WITH PRINTER LEAD, TRUE-TYPE & GREYSHARE SOFTWARE. VERY EASY TO INSTALL

565.99

INK CARTRIDGE FOR APPLE STYLEWRITER II PRINTER.15.99
APPLE TONER CARTRIDGE M204G/A FOR 300 SERIES53.99
APPLE PERSONAL LASERWRITER PRINTERS



GRAVIS GAME PAD FOR MACINTOSH

42.99

KEYBOARD EXTENSION LEAD

FOR MACINTOSH MAC+/SE/II9.99

PRINTER LEAD - STANDARD LEAD FOR MACINTOSH TO IMAGEWRITER/STYLEWRITER PRINTER (2 METRES)8.99

MORE MACINTOSH PRODUCTS COMING SOON

BOOKS

A-TRAIN OFFICIAL STRATEGY GUIDE17.99
AMIGA 1200 INSIDER GUIDE (ALL YOU NEED TO KNOW ABOUT THE AMIGA 1200)12.99
AMIGA 1200 INSIDER GUIDE-NEXT STEPS12.99
AMIGA ASSEMBLER (& BEGINNERS GUIDE TO PROGRAMMING)12.99
AMIGA GAMES, HINTS, TIPS, CHEATS AND ADVENTURE SOLUTIONS8.99
AMOS IN ACTION (A GUIDE TO USING AMOS WITH PRACTICAL EXAMPLES)10.99
CIVILISATION GUIDE BOOK BY SID MEIERS18.49
CORISH COMPUTER GAMES GUIDE (HINTS, TIPS AND POKES FOR OVER 600 COMPUTER GAMES)12.99
CORISH CONSOLE GAMES GUIDE (HINTS, TIPS AND POKES FOR CONSOLE GAMES)8.99
CORISH'S PC GAMES GUIDE12.99

DUNGEON MASTER HINT BOOK3.99
EYE OF THE BEHOLDER 2 HINT BOOK8.99
EYE OF THE BEHOLDER HINT BOOK8.99
FALCON 3 COMBAT STRATEGY GUIDE25.99
GUNSHIP 2000 OFFICIAL STRATEGY GUIDE17.99
INDIANA JONES AND FATE OF ATLANTIS HINT BOOK. WALKTHROUGH SOLUTION (TEAM, WITS AND FISTS PATHS)3.99
SPECIAL RESERVE CLUB VERSION12.99
LITTLE BLUE WORKBENCH 2 BOOK12.99
LITTLE RED WORKBENCH 1.3 BOOK12.99
MACINTOSH BIBLE (4TH EDITION)29.99
MACS FOR BEGINNERS17.99
MASTERING AMIGA AMOS (ADVANCED GUIDE TO THE AMOS PROGRAMMING LANGUAGE)15.99
MASTERING AMIGA C13.99
MASTERING AMIGA PRINTERS15.99
MASTERING AMIGA DOS 3 TUTORIAL (GUIDE TO GETTING THE MOST FROM AMIGADOS 3)17.99
MS DOS 6 QUICKSTART BOOK7.99

PC GAMES, HINTS, TIPS, CHEATS AND ADVENTURE SOLUTIONS8.99
SECRET OF MONKEY ISLAND HINT BOOK8.99
SECRET OF MONKEY ISLAND 2 HINT BOOK8.99
STREETWISE GUIDE TO THE PC (EASY TO READ GUIDE TO THE WORLD OF PC'S)14.99
STUNT ISLAND OFFICIAL STRATEGY GUIDE19.99
ULTIMA 7 AND ULTIMA UNDERWORLD GUIDE BOOK18.99
WINDOWS 3.1 BIBLE27.99
WING COMMANDER 1 AND 2 GUIDE BOOK19.99
WORDPERFECT 5.1 QUICKSTART17.99
WRITING ROLE PLAYING GAMES IN AMOS11.99

TUTORIAL VIDEO

BEGINNERS VIDEO TO THE AMIGA A1200 (VHS)12.99

LEADS SELECTION

ANALOGUE JOYSTICK ADAPTOR FOR AMIGA. ALLOWS ANY 15 PIN ANALOGUE PC JOYSTICK TO BE USED ON ALL AMIGAS WITH GAMES THAT FEATURE ANALOGUE CONTROL

.....7.45



ANTI-SURGE 4 WAY MULTIPLEG EXTENSION LEAD FOR ANY ELECTRICAL DEVICE (EG. COMPUTER/CONSOLE/VIDEO). PROTECTS YOUR VALUABLE EQUIPMENT AGAINST DAMAGING ELECTRICAL SURGES.

.....25.99

FOUR PLAYER JOYSTICK ADAPTOR FOR AMIGA OR ST7.99

HI-FI AUDIO LEAD - AMIGA/ST TO STEREO

(1.5 METRES, 2 X PHONO PLUGS TO 2 X PHONO PLUGS) CAN ALSO BE USED TO CONNECT STEREO VIDEO TO HI-FI, AND HI-FI SEPARATES TOGETHER3.99

HI-FI AUDIO LEAD - MEGADRIVE 1 TO STEREO

(1.2 METRES, 3.5MM JACK PLUG TO 2 PHONO PLUGS) CAN ALSO BE USED TO LINK PERSONAL STEREOS/PERSONAL CD PLAYERS TO HI-FI SYSTEMS6.99

HI-FI AUDIO LEAD - MEGADRIVE 2 TO STEREO

(1.2 METRES, 9 PIN MINI DIN TO 2 X PHONO PLUGS)8.99

HI-FI AUDIO LEAD - MONO VIDEO TO HI-FI

(1.2 METRES, 1 X PHONO PLUG TO 2 X PHONO PLUG)4.99

HI-FI AUDIO LEAD - SNES TO STEREO

(1.5 METRES, SNES CONNECTION TO 2 X PHONO PLUGS)9.99

JOYSTICK EXTENDER CABLE FOR AMIGA OR ST (3 METRES)6.99

JOYSTICK SPLITTER CABLE FOR AMIGA OR ST. ALLOWS 2 JOYSTICKS TO BE CONNECTED TO 1 PORT6.99

KEYBOARD EXTENSION LEAD FOR MACINTOSH TO KEYBOARD9.99

MAINS CABLE - PC BASE UNIT TO MONITOR7.99

NULL MODEM CABLE (CONNECTS 2 COMPUTERS FOR HEAD TO HEAD PLAYING ON CERTAIN GAMES SUCH AS POPULOUS, FALCON, KNIGHTS OF THE SKY, FORMULA 1 GRAND PRIX AND VRROOM)8.99

PORT EXTENSION ADAPTOR FOR AMIGA OR ST (PACK OF TWO). EXTENDS JOYSTICK AND MOUSE PORTS BY 21CMS5.99

PRINTER LEAD (PARALLEL) 1.5 METRES FOR AMIGA, ST OR PC7.99

PRINTER LEAD - STANDARD LEAD FOR MACINTOSH TO IMAGEWRITER, STYLEWRITER OR STYLEWRITER 2 PRINTER (2 METRES)8.99

RF LEAD - TV TO CONSOLE OR COMPUTER. (2 METRES)3.99

RF SWITCH - AMIGA, ST OR CONSOLE (SWITCH BETWEEN TV AERIAL AND COMPUTER WITHOUT DISCONNECTING LEADS)3.99

RGB EXTENDER CABLE FOR AMIGA 500 OR PLUS. ALLOWS TV MODULATOR TO BE EXTENDED FROM BACK OF MACHINE OR EXTENSION TO RGB MONITOR OR EXTERNAL DISK DRIVE12.99

SWITCHER BOX FOR AMIGA, ST OR PC. CONNECTS TWO PRINTERS OR TWO PERIPHERALS TO PARALLEL PRINTER PORT. MANUAL SWITCHER. REQUIRES SWITCHER LEAD18.99

SWITCHER LEAD (STRAIGHT THROUGH CABLE). CONNECTS AMIGA, ST OR PC TO SWITCHER BOX. 1.8 METRES PARALLEL (MALE TO MALE 25 WAY D CONNECTORS)9.99

TV LEAD - AMIGA CD-32 TO SVHS TV OR VIDEO7.99

MONITOR LEADS

MONITOR LEAD - AMIGA CD32 TO PHILIPS CM8833 MK2

OR CBM 10845 MONITOR7.99

MONITOR LEAD - AMIGA TO PHILIPS CM8833 MK2

OR CBM 10845 MONITOR7.99

MONITOR LEAD - ATARI ST TO PHILIPS CM8833 MK2

OR CBM 10845 MONITOR7.99

MONITOR LEAD - MEGADRIVE 2 TO PHILIPS CM8833 MK2

OR CBM 10845 MONITOR10.99

MONITOR LEAD - MEGADRIVE 1 TO PHILIPS CM8833 MK2

OR CBM 10845 MONITOR8.99

MONITOR LEAD - SUPER NES TO PHILIPS CM8833 MK2

OR CBM 10845 MONITOR12.99

SCART LEADS

SCART LEAD - AMIGA CD32 TO TV WITH SCART INPUT. REQUIRES TV WITH MANUAL SWITCHING SCART CHANNEL.9.99

SCART LEAD - AMIGA TO PHILIPS TV WITH SCART INPUT9.99

SCART LEAD - AMIGA TO SAMSUNG TV WITH SCART INPUT9.99

SCART LEAD - AMIGA TO SONY TV WITH SCART INPUT9.99

SCART LEAD - AMIGA TO TOSHIBA/HITACHI TV WITH SCART INPUT9.99

SCART LEAD - AMIGA TO TV WITH SCART INPUT9.99

SCART LEAD - ATARI ST TO SONY TV WITH SCART INPUT9.99

SCART LEAD - MEGADRIVE 1 TO TV WITH SCART INPUT9.99

SCART LEAD - MEGADRIVE 2 TO TV WITH SCART INPUT9.99

SCART LEAD - SUPER NES TO TV WITH SCART INPUT9.99

SCART LEAD - TV TO VIDEO (SCART TO SCART)8.99

SONY SCART TELEVISION / MONITOR

FOR AMIGA, ST, MEGADRIVE, SNES OR CD32.



FROM £194.99 FREE SCART LEAD

SONY KVM1400 14

FST COLOUR

SCART TELEVISION

MONITOR+ REMOTE

CONTROL.

60 CHANNEL TUNING,

REAR SCART INPUT,

HEADPHONE SOCKET,

TWO POSITION TILT,

BLACK TRINITRON

SCREEN, LOOP AERIAL.

FREE SCART LEAD

(STATE AMIGA, ST, MEGADRIVE, SNES OR CD32 ONLY).

SONY TV (GREY)194.99

SONY TV (WHITE)194.99

SONY TV + FASTEXT249.99

CD TECHNOLOGY AVAILABLE FROM SPECIAL RESERVE

PC CD ROM TITLES

QUEST VGA 256 COL	30.99	INDICA	41.99
GRAPHIC HORROR MYSTERY	30.99	INDIANA JONES AND THE FATE OF ATLANTIS	29.99
TERNATIVE COLLECTION		INTERPLAY TENTH ANNIVERSARY ANTHOLOGY	29.99
LLY'S SPORTING DARTS, POPEYE 2, POSTMAN PAT 3,		OUT OF THIS WORLD, STAR TREK - 25TH ANNIVERSARY,	
CKLEBERRY HOUND, THE MUNDSTERS, GALACTIC		CASTLES, LORD OF THE RINGS, BATTLECHESS, DRAGON	
RR RATS, SCOTLAND SWEET	19.99	WARS, WASTELAND, BARD'S TALE, TASS TIMES,	
FLYING FORTRESS & SILENT SERVICE	27.99	MINDSHADOW	31.99
TITLE ISLE 2	31.99	IRON HELIX	27.99
TITLES OF TIME		JFK - ASSASSINATION	
FFECT GENERAL, BATTLE ISLE,		(FULL MOTION VIDEO CLIPS AND ARCHIVAL	
ST SAMURAI, MEGA LO MANIA)	22.99	INFORMATION SURROUNDING THE MOST	
NEATH THE STEEL SKY	31.99	FAMOUS ASSASSINATION EVER)	32.99
ODNET	28.99	JOURNEYMAN	25.99
USE OF THE CAUTIOUS CONDOR	34.99	JURASSIC PARK	27.99
ALLENGE PACK		KINGS QUEST 5	28.99
IC, F29, PUSH OVER, ROBOCOP 3, MIGHT & MAGIC 2,		KINGS QUEST 6	29.99
NTRAPMENTS, D-GENERATION, PAPERBOY 2,	25.99	KINGS TABLE	20.99
ESSMASTER 2100)	21.99	LANDS OF LORE	28.99
AMPIONSHIP MANAGER FOR WINDOWS	25.99	LAWNMOWER MAN (32 COLOUR VERSION)	35.99
ESS MASTER 3000 MULTIMEDIA	25.99	LEISURE SUIT LARRY 6	28.99
MANCHE - MAXIMUM OVERKILL	30.99	LORDS OF MIDNIGHT	24.99
SPIRACY	27.99	MAD DOG MCCREE	27.99
TE N CUDDLES		MAGNETIC SCROLLS COMPILATION	29.99
IE CREATURES WE LOVE TO LOVE)	41.99	(FISH, CORRUPTION AND GUILD OF THIEVES)	27.99
BERRACE (CD ROM)	31.99	MARIO IS MISSING (DELUXE CD VERSION)	29.99
DEMONGATE	25.99	MEGA RACE	26.99
RRKSUN-SHATTERED LANDS	28.99	MICROCOSM	35.99
Y OF THE TENTACLE	29.99	MICROSOFT COLLECTION	
EDITION STRIKE WITH COALITION COMMAND	36.99	ANDREW LLOYD WEBBER	15.99
ASOUR ADVENTURE (GULDSOFT)	38.99	BLACK RAIN (RATED 18)	15.99
OSOURS - THE MULTIMEDIA ENCYCLOPEDIA	39.99	BON JOVI - KEEP THE FAITH	15.99
ACULA EAGLE 3	27.99	BRYAN ADAMS	15.99
AGONSOPHRE	28.99	CARTOON CARNIVAL (RATED U)	18.99
NE	33.99	FATAL ATTRACTION (RATED 18)	15.99
NGEON HACK	25.99	GHOST (RATED 15)	15.99
IMMADALL, THUNDERHAWK,		HUNT FOR RED OCTOBER (RATED 15)	15.99
RSE OF ENCHANTIA) (1 MEG)	21.99	NAKED GUN 2 1/2 (RATED 15)	15.99
7A NIGHTHAWK & F15 STRIKE EAGLE 2	27.99	RAIDERS OF THE LOST ARK (RATED PG)	15.99
RIEL SIM TOOLKIT (CD ROM)	31.99	STAR TREK IV (RATED PG)	15.99
BRIEL KNIGHT	28.99	THE CURE	15.99
LDEN 7		THE UNTOUCHABLES (RATED PG)	15.99
INSURE SUIT LARRY 5, HEART OF CHINA,		TOP GUN (RATED PG)	15.99
OBARON, KINGS QUEST 5, GREAT COURTS 2,		WAYNE'S WORLD (RATED 15)	15.99
ANGHAI 2, SARGON 5)	33.99		
FOR SIX V3			
NSHSHIP, CRAZY CARS 3, MEGAPHONIX,	19.99		
ELL, ARCHIPELAGOS, STARRAY)	19.99		
FOR SIX V4			
TANK, F14 TOMCAT, BATTLETECH,			
OTS & CARDS, SORVILS, PENTYS)	19.99		
NIGHTS OF THE SKY, BATTLETECH 2,			
OSTBUSTERS 2, MONDU'S FIGHT PALACE,			
IE BANDIT, FLASHY CARS)	19.99		

CD ROM DRIVES

These multisession CD ROM drives are compatible with the Kodak Photo CDs, CD ROM games and will also play normal audio CDs. They are to MPC standards which mean they are compatible with all PC Soundcards. CDs can store up to 600 MB of data, making them the ideal media for games that have a large memory requirement, CD ROM games can offer fabulous graphics, sound and vast gameplay.

SONY CDU31A033

INTERNAL CD ROM DRIVE FOR PC
HIGH SPEED 460MSEC ACCESS,
300KB/SEC DOUBLE SPEED DATA
TRANSFER, INTERFACE INCLUDED,
CD ROM XA MULTISESSION
COMPATIBLE. 5.25" HALF HEIGHT
DESIGN. MOTORIZED TRAY LOADING.

159.99

PRICE INCLUDES VAT & CARRIAGE

PANASONIC CR562B

INTERNAL CD ROM DRIVE FOR PC
HIGH SPEED 320MSEC ACCESS,
300KB/SEC DOUBLE SPEED DATA
TRANSFER, INTERFACE INCLUDED,
CD ROM XA & MULTISESSION
COMPATIBLE. 5.25" HALF HEIGHT
DESIGN. AUTOLOADING CD TRAY

169.99

PRICE INCLUDES VAT & CARRIAGE

159.99
OVER 40 GAMES
TO CHOOSE FROM

FULL MOTION VIDEO
ADAPTOR & VIDEO CD'S
NOW AVAILABLE

FOR A PIXEL PERFECT PICTURE CHOOSE A SCART TELEVISION

CD32 GAMES

FRED CHICKEN	18.99	LIONHEART	13.99
EN BREED S/E & QWAK	17.99	LITL DEVIL	19.99
ABIAN NIGHTS (AGA)	12.99	LORD OF THE RINGS 2	20.49
UTAL FOOTBALL	15.99	LOTUS TRILOGY (LOTUS 1,2,3)	18.99
BBA N' STIX	18.99	MEAN ARENA	19.99
BBLE AND SOUEAK	19.99	MICROCOSM	32.99
STILES 2 - LIBERATION	14.99	NIGEL MANSELL'S WORLD	18.99
ESAR/COHORT 2	20.99	CHAMPIONSHIP	13.99
AOS ENGINE	17.99	NO SECOND PRIZE	19.99
LUCK ROCK	11.99	OVERKILL & LUNER-C	20.49
GENERATION	18.49	PINBALL FANTASIES	20.99
NNIS	19.99	PINKIE	19.99
NK	19.99	PIRATES GOLD	19.99
TE 2	20.99	PROJECT X S/E	17.99
IE AND ICE	18.99	F17 CHALLENGE	17.99
IE FORCE	19.99	ROBOCOD (JAMES POND 2)	18.99
RY OF THE FURRIES	19.99	RYDER CUP	21.99
NSHIP 2000	19.99	SENSIBLE SOCCER	17.99
REWIT THE CLUES	19.99	SKELTON KREW	20.99
MANS 1 & 2	20.99	SLEEPWALKER	21.99
MES POND 3	19.99	SUPER STARDUST	18.99
ERATION/TARRISH	19.99	TRIF	19.99
RASSIC PARK	25.49	ULTIMATE BODY BLOWS	18.99
40 (NAGA)	17.99	BODY BLOWS GALACTIC)	20.99
BYRINTH OF TIME	17.99	URIDUM 2	18.99
		WEMLEY INTERNATIONAL	19.99
		SOCCER	19.99
		ZOO	24.99
		ZOOZ	19.99

COMMODORE AMIGA CD32

DANGEROUS STREETS PACK

INCLUDES WING COMMANDER, OSCAR,
DIGGERS AND DANGEROUS STREETS
GAMES. CD BASED CONSOLE WITH
A1200 32-BIT POWER. 256,000
COLOURS FROM 16.7 MILLION
PALETTE, 2 MEG RAM, FAST
14MHz 68020 CHIP. PLAYS
AUDIO CD'S VIA ON SCREEN

199.99

FULL MOTION VIDEO CD

MODULE FOR AMIGA CD32

GIVES CD32 HIGH QUALITY FULL
MOTION VIDEO CAPABILITY FOR
MOVIES, MUSIC VIDEOS AND GAMES
THAT FEATURE FULL MOTION VIDEO
GAMEPLAY. SIMPLY SLOTS INTO
BACK OF CD32.

VIDEO CD'S

(REQUIRES FMV ADAPTOR)

ANDREW LLOYD WEBBER	15.99	GHOST (RATED 15)	15.99
BLACK RAIN (RATED 18)	15.99	HUNT FOR RED OCTOBER	15.99
BON JOVI - KEEP THE FAITH	15.99	(RATED 15)	15.99
BRYAN ADAMS	15.99	NAKED GUN 2 1/2 (RATED 15)	15.99
(RATED U) - ARNIVAL	17.99	RAIDERS OF THE LOST ARK	15.99
FATAL ATTRACTION	15.99	(RATED PG)	15.99
		STAR TREK IV (RATED PG)	15.99
		THE CURE	15.99
		(RATED PG)	15.99
		TOP GUN (RATED PG)	15.99
		WAYNE'S WORLD (RATED 15)	15.99

FOR A RANGE OF PC

COMPATIBLE PRINTERS

& LEADS, SEE OUR

ADVERT ON PAGE 68

GOLDSTAR C14A80 14"

COLOUR SCART TV/MONITOR

FOR AMIGA, ST, MEGADRIE, SNES OR CD32 ONLY

169.99



WITH REMOTE CONTROL,
SCART INPUT, ON SCREEN DISPLAY,
AUTO POWER OFF, SLEEP TIMER,
ON TIMER, CHILD LOCK,
FREE SCART LEAD

(STATE AMIGA, ST, MEGADRIE, SNES OR CD32 ONLY).



Special Reserve members can have all this... can YOU?

READ "NRG" Regular Club Magazine

CHOOSE from our Huge Selection

BUY at Best Possible Prices

SAVE with our Special Deals

SAVE more with our XS Coupons

WIN fabulous prizes in our FREE competitions

JOIN now from just £4.00

We only supply members but you can order as you join

There's no obligation to buy and you can be any age.
Just send in the form below or phone Sales on 0279 600204.

As a member of Special Reserve you'll receive regular issues of NRG magazine. NRG is our 48 page colour club magazine sent bi-monthly only to Special Reserve members. NRG contains:

1. The best selection of games, peripherals and hardware for all popular formats. We are official Sega, Nintendo and Sony stockists.
2. Reviews in colour and latest information on new products
3. Charts and Release Schedule, to help you choose and plan
4. The best prices. Just one purchase could save you your joining fee
5. Hundreds of Special Offers. Top games at prices you won't believe
6. XS Super Savers. Money-off coupons worth over £180 a year
7. PRIZE COMPETITIONS. Loads of prizes to be won in every issue of NRG, exclusive to members and free to enter!

That's why over 200,000 people have joined Special Reserve, the biggest games club in the World!

0279 600204

OPEN 10am til 8pm Seven Days a Week!

Order/Confirmation/Receipt sent for every order.

You can also Fax your order to us on 0279 726842

We pride ourselves on our after-sales service. (18 customer service lines)
Inevitably some games listed may not yet be available. Please phone sales on 0279 600204 to check availability before ordering. In the event of delay we issue refunds on request at any time prior to despatch. We reserve the right to change prices without prior notification. E & O.E

SAWBRIDGEWORTH SHOP
2 South Block, The Maltings
Sawbridge, Herts

CHELMSFORD SHOP
43 Broomfield Road,
Chelmsford, Essex

CLUB SHOPS OPEN 10am til 8pm SEVEN DAYS A WEEK.
Registered Office: Inter-Mediate Ltd. 2 South Block, The Maltings, Sawbridge, Herts. CM21 9PG.
All prices include VAT and carriage to UK mainland. See base of order form for overseas surcharges. We supply hardware only to UK mainland addresses.

MEMBERSHIP FEES	6 MONTHS TRIAL MEMBERSHIP	ONE YEAR ANNUAL MEMBERSHIP	TWO YEARS WITH FREE HARD BINDER
UK MEMBERS	4.00	7.00	14.00
OVERSEAS EC MEMBERS	6.00	9.00	18.00
OVERSEAS WORLD MEMBERS	7.00	11.00	22.00

WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN.
THERE ARE NO SURCHARGES ON UK TELEPHONED ORDERS.
(PLEASE PRINT IN BLOCK CAPITALS)

Name _____

Address _____

Postcode _____

Phone _____ Machine _____

Enter membership number (if applicable) or

NEW MEMBERSHIP FEE (ANNUAL UK 7.00)

item _____

item _____

item _____

item _____

ALL PRICES INCLUDE UK POSTAGE & VAT £ _____

Cheque/P.O./Access/Mastercard/Switch/Visa (Switch Issue No _____)

Card expiry date _____ Signature _____

Cheques payable to: SPECIAL RESERVE

P.O. BOX 847, HARLOW, CM21 9PH

Overseas Orders Surcharge (EC or World): Software orders

please add £2.00 per item. Non-software items please add

25%. Hardware items supplied to UK mainland only.

Overseas orders must be paid by credit card.

UNNECESSARY ROUGHNESS



Andy Clarkson has always had a problem with inappropriate responses to bodily contact. We gave him *Unnecessary Roughness* to review in the hope that it would knock it out of him.



AMERICAN FOOTBALL. The ever vacuous Nicky Horne brought it to our TV screens on wintry Sunday nights back in the early '80s and with only a few cosmetic changes (unlucky Nicky), it has stuck around for over 10 years. Now the nicknames Redskins and 49ers are as much ingrained on the minds of UK sports fans as the Gunners and Canaries. And American Football simulations are much the same as the real thing.

They arrived a long while back with

tubby John Madden, stuck to gamers like *Ultimas*, and now could fill a monthly magazine on their own. So as you are taking time to flick

through *American Football Zone*, I'll delve into the latest 'hut, hut, hut' offering from Accolade, *Unnecessary Roughness*.

Stat attack

Unnecessary Roughness combines excellent statistic-laden coaching options with gruelling arcade action similar to Joe Montana and Mike Ditka's namesake sims and the current benchmark, *Front Page Sports*. Accolade has supplied a myriad of playing options from the 'total coach' (you define plays and let the action unfold), to the 'total footballer' (you allow the computer to do the brain power and just follow orders), or a combination of both: the most sensible and enjoyable option. You don't even have to play the game at all with the full season simulation, which calculates the scores of all games in your league in about the time it takes a small

snail to tow a caravan round the M25. The simulator also calculates the scores on a week-by-week basis, so you can pick and choose which games to play and bypass the boring ones like the Tampa Bay Buccaneers.

Talking of names, Accolade hasn't been sanctioned to use the

NFL team nicknames and logos. Although all the players from last season are in here, each team takes just the city name and a rather dodgy (non-NFL) logo. But it's all fruitless anyway as saddoes spend the first hour of gameplay editing all team names to their NFL monikers and terminal saddoes spend this time dreaming up the Green Bay Slackers and Buffalo Dills and the like. The

logos can also be drawn, allowing you to create a giant dill pickle for the Buffalo squad, although the graphic capabilities of the logo editor are on a par with Etch-a-Sketch.

All good football sims rely on a healthy play and team editor and Accolade has stuffed *Unnecessary Roughness* with both. You can play a full season or the usual one-off exhibition game, and can customise players and teams, setting up

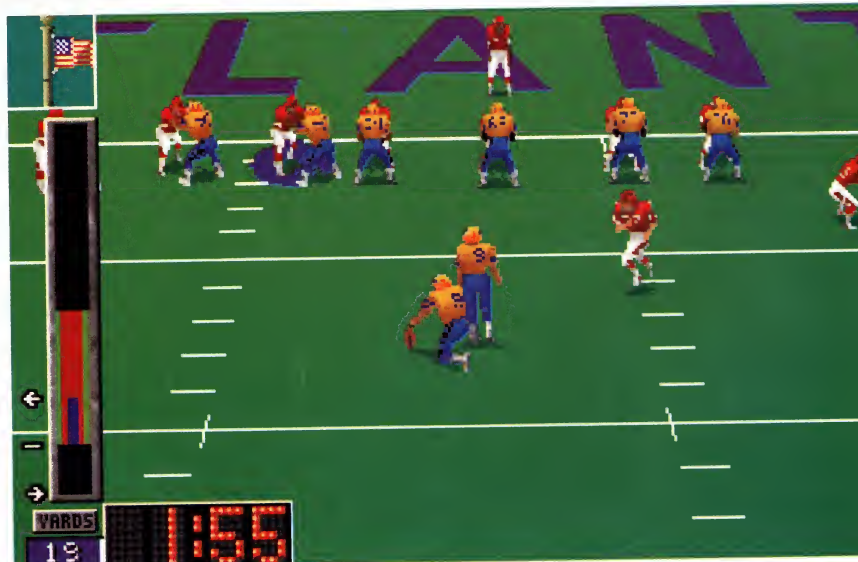


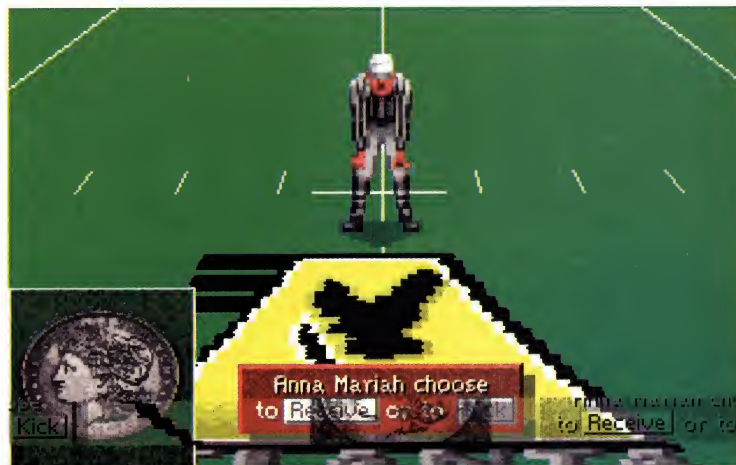
(Above) Using the keyboard, you won't need instant replays as the screen redraw slows you to a standstill.

(Below) Sadly the myriad options ignore kicking with no shoes - which is my style.

your own leagues, choosing strips (everything from emblems on hats to the stripes on trousers). The team editor is comprehensive allowing you to give players inhuman strengths, and a notable 80 plays are programmed in with options to change these subtly or create entirely new plays.

Unnecessary Roughness includes one of the best play editors of all American football games with the ability to change the priorities and routes of every single player/position in a play. The point and click interface for editing plays is a doddle



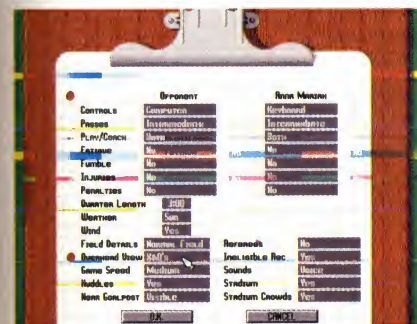


to use and makes all the difference for enticing inexperienced players into the editing side of the game. All the

plays you create, whether they be inspired or downright idiotic, can be saved into any number of playbooks. These contain up to 30 plays and, usefully, display six plays at a time to save on excessive page turning.

Play the game

As all American sports fans bow down to Statisticus, The Great God Of Number Crunching, these editing features are crucial to extending the life of the game and at the same time destroying your own life, as you will spend months fiddling with the minutiae of your teams stats.



Far more socially rewarding is the arcade action bit with which you can buy some company by inviting in someone off the street for a spot of two-player *Unnecessary Roughness*. Unfortunately, you're going to have to work hard to keep them there. The graphics and gameplay are solid, if not inspired. The sprites are small and not particularly well animated (not up to *Front Page Sports* standard). The ball is passed by switching views to highlight a pre-ordained series of receivers. These receivers do not appear in windows, but in full screen, and, unless you have the game map up which runs down a quarter of the screen, it is difficult to judge where on the field they are in relation to your Quarterback. Still, many games use this type of passing method, so there isn't much alternative, although the target cursor approach used in *Coaches Club Football* and *John Madden* is

'Unnecessary Roughness is a worthy addition to the American Football lorry load.'

far superior, giving you more control.

While I'm on the subject, the controls are a serious danger to your mental

health. The keyboard is a fine passer of the ball, but makes an awful sound when you keep the keys used for running depressed for more than a couple of seconds. The mouse, on the other hand, can move you around the field smoothly, if unpredictably, but passing is a headache. A joystick is probably the best option, but the one I tried lost all calibration and try as I might I couldn't get the game to work sensibly with it.

(Above left) Paint your own Miro-esque logo. (Above right) Until you get used to the controls the coin toss is your only moment of glory.

(Below) Tweak 'til you squeak and create the most pathetic play in history.



Unnecessary griping

Despite my incessant moaning, average arcade action mixed with excellent editing facilities make *Unnecessary Roughness* a worthy addition to the American football lorry load. The only *Unnecessary Roughness* in this whole saga, however, is aimed at those with anything less than a 486DX/33. Apparently, this is the minimum hardware required to run the game and, judging from my experience on a lower spec machine (the screen redraws every few seconds while running down field), this is no joke. So if you are still without a Pentium and own a 386, you can forget it and put it down to *Unnecessary Daftness* on the part of the programmers. ☹

IN PERSPECTIVE

It's a good few points behind *Front Page Sports Football* in terms of graphics and gameplay, but has equal standing with the best of the rest.

Front Page Sports

NFL Coaches Club

Unnecessary Roughness

John Madden



66

SCORE

Best described as 'alright' It's as good as most American Footy sims.

Minimum Memory: 4Mb
Minimum Processor: 386/33MHz
Hard Disk Space Required: 8Mb
Graphics Modes Supported: VGA, SVGA
Soundcards Supported: Ad-Lib, Ad-Lib Gold, Windows Sound Systems, Pro Audio Spectrum, Sound Blaster, General Midi, PC Speaker
Controls: Joystick, mouse, keyboard
Comments: 486/50MHz, 8Mb recommended
Price: £39.99 **Release Date:** Out now
Published: Accolade **Telephone:** 081 877 0880

(Left) The all-important coaches clipboard - unfortunately you don't get a puffer jacket and ridiculous telephonist's headset.

AIRLINES

CONCORDE



Unable to find any airline offering a return flight to New York for a fiver **Chris Anderson** decided he'd spotted a gap in the market and launched himself into *Airlines*. We'll he do a Laker or make a Branson of himself?

THIS IS ALMOST AN exact replica of a game called *Airbucks*. It has been written by a different software house, it comes in a different box, but at the end of the day it's still all about buying aeroplanes and trying to make heaps of cash out of them.

No marks for originality then, and certainly no marks for the woeful graphics and complete lack of sound support. So, if *Airlines* is going to impress anyone it will just have to be in terms of good, old-

'Setting the route was easy-peasy, setting a ticket price was a bloody nightmare.'

fashioned playability. I have heard tell of games that look completely crap, sound completely crap (or don't sound at all as is the case here), but turn out to be utterly brilliant to play. I haven't come across any of them myself, mind, but I'm just as willing to shout 'looks aren't everything you know' as the next person. So for the duration of this review I shall remain completely open-minded and go searching for the riot of gameplay that no doubt lies hidden beneath *Airlines'* unspeakably unattractive exterior.

Shady business

The game starts in 1970 with only a few planes to choose from. The Boeing 747 looked like being the best bet, so I thought I'd go for one of those. I soon discovered I couldn't afford one without selling bundles of my company shares (not a great idea on the first day of a new business). This in itself did not bother me too much (there were other planes to buy after all). What did piss me off, though, was that all three of my computer opponents had bought Boeings immediately after the game had started and had not sold any of their shares or assets.

Where on earth did they get the money from? According to the manual we all started the game with the same amount of

money: 50 thousand dollars. Boeings cost 58 thousand dollars, so where did they get the extra cash? How come they've got one and I haven't? Why is life so unfair? etc. After giving the situation some thought, I decided not to sell any of my shares and go for a Tupolev instead and not worry about what my competitors (jammy buggers) had or hadn't got.

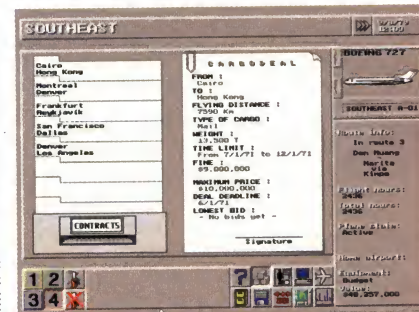
The price is right?

And so it was I marched off with my lowly Tupolev (hmmph!) and set about giving it a route. Nothing too ambitious to start off with, a nice little trip from London to Paris would probably do the job. Setting the route was easy-peasy, but setting a ticket price was a sheer bloody nightmare. You have to guess what ticket prices will attract the punters, and considering the game

(Above) Concorde. You may as well get a good look at it while you can because you'll never be able to afford it. (Right) The finance screen. Once you've got a lucrative route you can just stare at this and wait for the game to end.



(Right) Make extra money by delivering mail to Hong Kong. Exciting, eh?



starts in 1970 this is no easy task. The only way to work it out is by starting with your price really low and working your way up by an extra pound each time until you get it right, all the time flitting backwards and forwards to the info screen to see if any people are using your plane. This is made even more difficult by the fact you aren't allowed to see what prices your competitors are charging (now, how realistic is that, I ask you?).

After I'd finished faffing about with the pricing and found a couple of lucrative routes, I took a quick peek at the tacky performance graph to see how I was doing. It turned out that I was miles ahead of my rivals, so I just sat back, had a quick look at the graph every now and then and fast forwarded the months until the game was over and I'd won.

So, in the end, all I found beneath *Airlines'* less than attractive exterior was an hour of pissing around with ticket prices and a couple more hours of totally boring non-gameplay. ☹



SCORE

Ugly, fiddly and totally boring.

(Above left) The main options screen. Who, exactly, would want to sit in front of this for three hours? (Above right) At least it's got some colour in it.

Minimum Memory: 1Mb
Minimum Processor: 286/12MHz
Hard Disk Space Required: 800K
Graphics Modes Supported: VGA (SVGA)
Soundcards Supported: None
Controls: Mouse
Price: £39.99 **Release Date:** Out now
Publisher: Kompart **Telephone:** 0727 868005

NOW THE FORCE IS WITH YOU.



INTRODUCING CYBERMAN™ & SOUNDMAN™ WAVE. NEW DIMENSIONS IN ACTION AND SOUND.

You need control and power in the exciting new world of 3D games and sound applications. **CyberMan**, the futuristic interactive controller, gives you true three-dimensional control.

It's the only device with pulsating tactile feedback, so you'll also **FEEL** the action!

SoundMan Wave*, the next generation soundboard with the new OPL-4 chip, uses advanced wavetable-synthesis to provide the most powerfully realistic 16-bit sound effects and music.

For **REAL** action and sound, get **CyberMan** and **SoundMan Wave**.



CYBERMAN & SOUNDMAN WAVE ARE AVAILABLE THROUGHOUT THE U.K. AT:
ACTION COMPUTER SUPPLIES, BYTE SUPERSTORES, ESCOM, GAME, ICON SUPERSTORES,
MICRO ANVIKA, PC WORLD, SOFTWARE WAREHOUSE, WINDOWLINE,
AND OTHER LEADING PC OUTLETS.

FOR MORE INFORMATION OR A DEALER NEAREST YOU, CALL LOGI (U.K.) NOW ON **0344 891313.**



*Guaranteed fully compatible with SoundBlaster, SB Pro, AdLib and General MIDI. With SCSI CD-ROM interface, joystick- and MIDI port. Includes 5 valuable software packages.

THE RED CRYSTAL

For a game like *Red Crystal*, with its two-player option, we needed someone who has played RPGs and has had a friend. Only **Sheldon May** fitted this seemingly impossible profile.



WHY IS IT THAT more than any other genre, RPGs positively scream: 'Bugger the manual; just swing that broadsword'. Having experienced serious

withdrawal symptoms whilst suppressing these aggressive urges since Christmas, and weaning myself off the RPG treadmill, nightmare visions of regression loomed ominously when offered QP's latest mosh! Yet more evidence that Gary Gyax is the root cause of acute insomnia throughout small groups of our generation. Yep! random dice-rolling for character stats and more barbarians, thieves and sorcerers than you can wave a stick at. All searching frantically for red crystals and the seven secrets of life.

Bish bash bosh

This is one game where knowing the value of one broadsword in your hand and a few more strategically hidden on your person is vital. So much so it actually becomes one of the major failings of the game in that interaction with other non-player

characters is just not on the cards. Your choices of action when meeting another being are restricted to either bribing or fighting. The former is simply a case of selecting from five pre-set amounts of 'zetos' to offer the counterpart. (A nice change from credits or gold I guess).

A rather poorly-produced and confusing manual claims that the combat system is unique because of the necessity to select the height of opponents. Not even remotely true methinks; in fact, the only unique part is the overhead bash move, the results of which are flashed up on the status bar: 'You hit for X points'.



Magic is equally simplistic (apart from the necessity to learn/buy spells from mages) and the results in combat are only marginally more impressive. Your character's stamina improves with each level progression, and these level progressions are gained - need I say this - by smiting just about everything that doesn't stand still.

The game's main feature is the two-player mode, and as such the screen has been split in two leaving a very small arena in which to do battle. Strangely this does not alter in one-player mode in which the second half of the screen is left displaying a small-scale area map. The appearance of your hero depends on your selection at character generation, and the characters are nicely animated and move smoothly whether using the keyboard or mouse.

The sectional view employed when in battle is fine but, with eight different directions in which you can face, lining up attacks can be annoying. The unrelenting stream of assailants really begins to stress you out after a while, not because of difficulty, but due to the fact that no

matter how many times you clear a level, when you return there will be more to fight. Okay, you might have missed a few in your haste, or some may

be flitting from one floor to another, but every time you pass through, a new batch of opponents appears, looking spookily like the one's you killed ten minutes ago. Even the most ardent combatants would get bored with this.

Anyone for tennis

This game, I am assured, has the capability of catering for two players either by modem or sitting side-by-side on the same



SCORE

Don't ask your friends to play this if you want to keep them.

(Above) Oh no! I've been rumbled, my new overhead bash move won't work against those helmets.

Minimum Memory: 1Mb

Minimum Processor: 8086

Hard Disk Space Required: 4.5Mb

Graphics Modes Supported: VGA

Soundcards Supported: Ad-Lib, Sound Blaster

Controls: Microsoft-compatible mouse

Comments: Supports modem play. Extra hard disk space required for intro

Price: £44.99 **Release Date:** Out now

Publisher: Mirage **Tel:** 0260 299909

PC - one using the keyboard and the other the mouse. With this in mind, and a six pack in my fridge, myself and A. N. Other sat down to play. Unfortunately, our enthusiasm was short-lived. Our first discovery was that when moving around on the main map the sword icons representing your characters moved erratically; whichever player pressed the cursor key or left mouse button first gained control of

(Below) No messing in this game once the skellies kill you, there is complementary dismemberment. Just to make sure.





the processor, therefore he who was not so nimble-fingered would be left stranded and moving painstakingly slowly.

Having traversed the keyboard six times, I could not locate the correct key for giving either player access to the small-scale map mentioned earlier. Suggestions please QQP. But what really got my goat was that, in the event of either player popping their clogs, the game ended – no closing sequence or gloating text about failing your quest. Not even a 'better luck next time' message. My PC crashed and required a hard boot before signs of life returned. Not content with my appraisal so far it was round to a friend's ninja 486 to ensure it was not just a compatibility problem with my machine. It wasn't – we had the same results. This game was beginning to put out some really bad karma.

Mapped out or stressed out

The auto-mapping facility works well as long as you stay on the same level in the castles, but if you go up or down and then return, your map disappears. You either need to spend a red crystal (purchased from the mages in town) which automatically remaps the level, or wander around again. There seemed no purpose to this except to infuriate players and drain them of 'zetos'.

When on the main map you can choose to enter the castles or a nearby town. All the towns can be bought and tax revenue received from them; and the interactions

with other inhabitants can lead you off on a quest, but again you will become totally fed up with the same bounty hunters, druids and merchants stopping you and saying the same things. Weapons and equipment can be bought from merchants and healing can be done at the temples.

Is it worth a bigger overdraft?

Even though at no point in the one-player game did it crash, and as yet I have not seen the results of modem play, in my opinion even dated or budget RPGs can offer more of just about everything. The game does have some nice knobs and bells – like the range of portraits for your character and the idea of two players together side by side slogging it out with the same foes – but on the down side the manual is poorly planned out, the limited scope of fight or bribe is positively prehistoric, and the repetition reaches new depths of well... repetitiveness.

Numerous bugs aside, the execution doesn't bear a mention, simply because it doesn't deserve one. **Z**



(Above and below) Notice anything different about the Minotaur's suntan? It's the same one, honest. (Bottom right) The split screen that stays split, even in one-player mode. A waste of useful space, but this might explain the rapid frame-update and fluid movement in combat, in an otherwise poorly-executed game.



IN PERSPECTIVE

Because it's the first real two-player RPG it has no competitors on that front. The comparisons below are therefore based on its status as a one-player RPG.

Any Ultima Game

Darklands

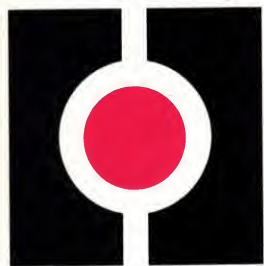
Red Crystal

(Top) Age and experience vs brawn with a broadsword, but somehow zimmer frames don't cut much slack with Lexor.

(Below) Arrrrrr! It's those bloody dice again.



Power



Mark®

**Technical Sales
Order Lines
081-
951 3355
(50 lines)**

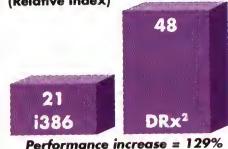
THE POWERMARK PLEDGE

14 DAY MONEY BACK GUARANTEE

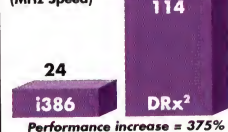
Items must be returned (with a returns number from Powermark Customer Service) in "as new" condition for a full refund (excluding carriage). Not valid for opened floppy disk based software.

POWERMARK PEN
with every order
(while stocks last)

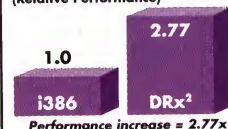
NORTON SYSINFO 6.0 (Relative index)



LANDMARK CPU SPEED V2.0 (MHz Speed)



MICROSOFT WORD for WINDOWS V2.0 (Relative Performance)



MEMORY TUNES

Tulips From Amsterdam
Max Bygraves

Kinky BOOTS
*Honor Blackman &
Patrick McNee*

Sea-Gate Drive
Suzi Quatro



The Media Bank at Powermark

CYRIX FEATURE

THE NEW CYRIX 386 TO 486 PROCESSOR UPGRADE

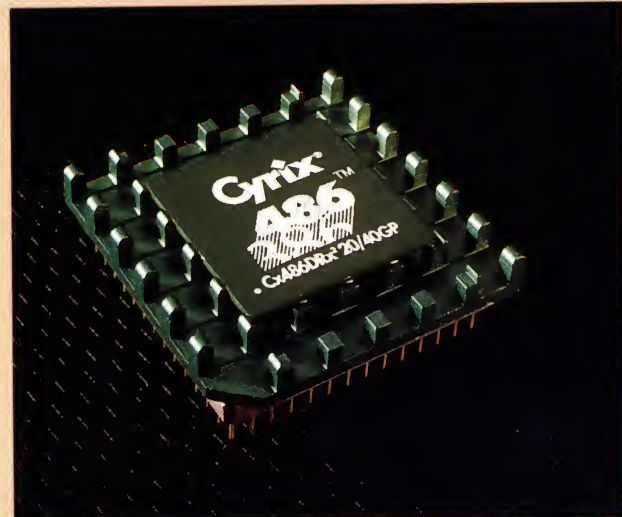
Just when you thought you were up to speed, technology changes. Today's system software puts more demands on your PC. Advanced applications, multimedia and graphics further drain your system's performance. To keep up you could dispose of your 386 computer in favour of a new 486 model.

Or you could take the smarter, more cost effective option.

Plug in the new Cyrix 386 to 486 Processor Upgrade. It's the fastest, most cost effective way to a 486 computer and its totally compatible with the world's leading software: DOS, Windows and OS/2 operating systems.

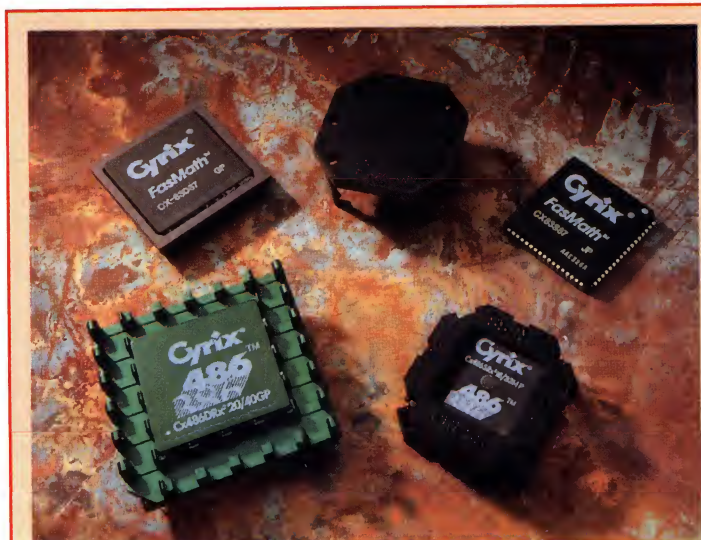
The upgrade is based on Cyrix's enhanced Cx486 technology. With its clock doubling feature, the processor effectively doubles your computer's internal microprocessor speed and without any modifications to your system. You also get performance enhancements such as 1K on-chip cache, fast I/O, and single cycle instruction execution. These features can boost application performance by up to 70%.

It's easy to install. Just remove your existing processor with the tool provided, clip in the Cyrix processor and load the cache installation software. It's as simple as that. You're ready to run in minutes.



486DRx² upgrade with heat sink

Cyrix®



The Cyrix upgrade microprocessor family

386DX

DX 16MHz to 486 32MHz	£195
DX 20MHz to 486 40MHz	£235
DX 25MHz to 486 50MHz	£265

386SX

SX 16MHz to 486 32MHz	£175	£235
SX 20MHz to 486 40MHz	£175	£235
SX 25MHz to 486 50MHz	£195	£265

LOWER PRICES!

CYRIX DRx²/SRx²

- Single chip upgrade solution for 386 DX and SX personal computers
- Clock doubling technology for increased performance
- 1K on-chip cache
- Very easy to install
- Compatible with DOS, Windows and OS/2
- Free technical support
- Limited lifetime warranty

Package includes...

The package consists of one Cx486DRx² Microprocessor, a 386 removal tool, installation manual, upgrade cache installation software (on both 3.5" and 5.25" media) and a pin 1 locator arrow (for correctly aligning the upgrade processor in the socket). A Cyrix-green heatsink is also included with 20/40 and 25/50 versions.

CALL 081-951 3355 IF THE UPGRADE YOU REQUIRE IS NOT LISTED HERE

**VAT at 17.5% will be
added to all prices**

The Media Bank *at Powermark*

MEMORY

MEMORY FOR DELL

- Price instability - check latest offers on Dell memory before ordering

200 SERIES	
2MB Kit	£84
4MB Kit	£168
300 SERIES	
2MB Kit	£84
4MB Kit	£168
325/D/P, 333/D/P	
2MB → 6MB	£149
2MB → 10MB	£288
NL20, NL25	
2MB Module	£114
320SLi	
512K	£89
1MB	£149
DIMENSION '1'	
4MB	£177
8MB	£344

**Technical Sales
Order Lines
081-
951 3355
(50 lines)**

MEMORY FOR OLIVETTI

- Includes full instructions

PCS286	
1MB → 2MB	£84
1MB → 4MB	£168
PCS386SX	
1MB → 2MB	£84
1MB → 4MB	£168
1MB → 6MB	£259
1MB → 8MB	£338
M290S	
2MB Kit	£92
8MB Kit	£362
PCS33	
2MB Kit	£82
M400-10/40/60, M480-10/20	
4MB Kit	£168
16MB Kit	£320
QUADERNO	
512K	£89
1MB Kit	£149

**CALL
081-951 3355
IF THE UPGRADE
YOU REQUIRE IS
NOT LISTED HERE**

MEMORY LANE

Do you remember...

- ... Sunglasses with windscreen wipers
- ... BOAC shoulder bags
- ... Tuning a PAL encoder in any old home computer
- ... 3D cinema



MEMORY FOR COMPAQ

- Upgrade kits are fully interchangeable with Compaq kits
- Call for configurations not shown here
- Authorised Compaq dealer

DESKPRO 386/20/25/e/s	
1MB add-on Module	£99
4MB add-on Module	£224
4MB Expansion Board	£249
SYSTEMPRO, DESKPRO 486/33L, 50L & 486/25	
8MB Module	£299
32MB Module	£1444
DESKPRO 286N, 386N, 386S/20 & PROSIGNIA	
1MB Module	£52
2MB Module	£89
4MB Module	£149
DESKPRO XE & li FAMILY	
4MB	£167
8MB	£325
PROLINEA 4/25S, 4/33, 4/50, 4/66, NET 1, MT	
2MB	£79
4MB	£155
8MB	£249
LTE Lite 386, 386s/20	
2MB Board	£92
4MB Board	£189
8MB Board	£338
CONTURA 3/20, 3/25, 3/25C	
2MB-Card	£78
4MB Card	£159
8MB Card	£287

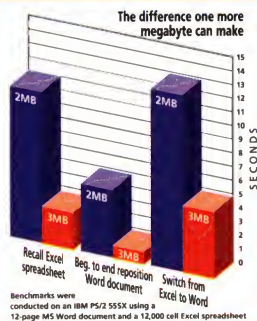
MEMORY FOR TOSHIBA

T1000/E/XE/LE, T1800, T1850C, T2000SX, T2000SXE, T2200SXE	
2MB Card	£92
4MB Card	£165
8MB Card	£299
T2200SX, 3300SX	
1MB	£146
2MB	£297
T1200XE	
2MB Card	£93
T1600/T5100	
2MB Card	£89
T4400, T6400 SX/C, DX/C	
2MB Card	£89
4MB Card	£159
8MB Card	£309
T4500, T4600, T3400CT, T4700CT, T1950CT	
8MB Module	£389
T5200/C & T8500	
2MB Module	£94
8MB Module	£375
12MB Kit	£464

**ALL OUR MEMORY
PRODUCTS ARE 100%
COMPATIBLE AND
COME WITH FULL 5
YEAR NO-QUIBBLE
GUARANTEE**

MEMORY UPGRADES - AN EXPLANATION

Most major software packages, particularly MS Windows, demand large amounts of memory to work effectively. Upgrading from the standard 2MB/4MB enables you to work efficiently AND allows you to run more than one application at a time. Memory upgrades from Powermark are easy to install with little or no software setup - with most upgrades just plug in and go. If however you are unsure our technical support team will happily talk you through the upgrade procedure.



SIMMS

- Beware of low grade economy modules with slow refresh cycles and low input capacitance. Powermark only supply total specification SIMMs direct from leading manufacturers.
 - Price instability - check latest offers on SIMM prices before ordering
- | | |
|---------------------|------|
| 256K x 9 - 100ns | £11 |
| 256K x 9 - 80ns | £12 |
| 1M x 8 - 80ns | £28 |
| 1M x 9 - 100ns | £29 |
| 1M x 9 - 80ns | £31 |
| 1M x 9 - 70ns | £32 |
| 1M x 9 (9cs) - 70ns | £39 |
| 1M x 9 - 60ns | £42 |
| 4M x 9 - 80ns | £118 |
| 4M x 9 - 70ns | £117 |

GOLD EDGED SIMMS

- Specified by many PC manufacturers
 - Lower MTBF
- | | |
|-------------|-----|
| 1M x 9 - 70 | £47 |
| 1M x 9 - 60 | £47 |

PCMCIA

- All formats stocked; JEDEC, FLASH, OTPROM, DRAM, etc
 - Check compatibility before ordering
- | | |
|-----------|------|
| 128K SRAM | £29 |
| 256K SRAM | £58 |
| 512K SRAM | £89 |
| 1MB SRAM | £129 |
| 2MB SRAM | £199 |

DRAMS

256K x 1 - 100ns	£2.62
256K x 1 - 80ns	£2.80
256K x 4 - 80ns	£5.77
1M x 1 - 80ns	£4.99
1M x 1 - 70ns	£5.20
1M x 4 - 80ns	£17.80

Prices (especially memory) and specifications are subject to change and availability. All trademarks & tradenames are the property of their respective manufacturers/owners.

BSI REGISTERED FIRM
NATIONAL ACCREDITATION OF CERTIFICATION BODIES
Certificate no. FS 26535
BS5750 registered for the supply of computer, printer and workstation memory, processor and other upgrades.
Powermark plc is regularly assessed by the British Standard Institute to ensure compliance with the quality standard.

MEMORY FOR ELONEX

• Includes full fitting instructions	
PC 286M	
2MB Kit	POWERCUT! £87
4MB Kit	POWERCUT! £175
PC386SXM, SXB, 386/16, B/33	
2MB Kit	POWERCUT! £78
4MB Kit	POWERCUT! £156
8MB Kit	POWERCUT! £299
PC433M, 450M, 466M	
4MB Kit	POWERCUT! £158
8MB Kit	POWERCUT! £308
16MB Kit	POWERCUT! £606
LT386SX/P	
2MB Kit	POWERCUT! £79
4MB Kit	POWERCUT! £154

BARGAIN BASEMENT

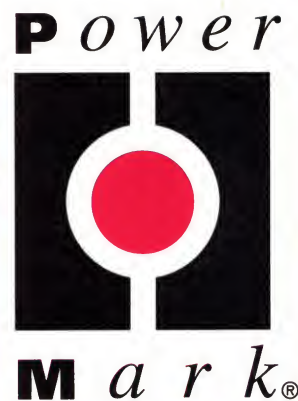
CHERRY KEYBOARD	£25
MOUSE PM10 MS compatible, with Mousemat	£8
SOUNDBLASTER V.2 DELUXE	£44
TRIGENT 1MB SVGA CARD	£49
PANASONIC CD562	£129
LOTUS ORGANISER V.1	£16
HARVARD GRAPHICS WINDOWS V.2	£99

MEMORY FOR PACKARD BELL

• Includes full fitting instructions	
LEGEND 200/316SX	
2MB Kit	£87
4MB Kit	£184
LEGEND 600, 900	
4MB Kit	£169
8MB Kit	£325
486 LOCAL BUS	
2MB Module	£79
4MB Module	£178
FORCE RANGE	£Call

DELIVERY CHARGES

UK Mainland:	
Next working day courier delivery to your door: only £7 per order (£5 per CD ROM software order)	
Europe:	
2 day delivery to your door: Call	



HUGE STOCKS
Guaranteed same day despatch on virtually all orders placed even up to 5.30pm.
TECHNICAL SALES PEOPLE
Our sales people are the best. They are trained specialists in their chosen field - multimedia, memory of all types and mass storage.

TESTED PRODUCTS
We only supply products from leading manufacturers. Powermark plc is the only BS5750 upgrade reseller.
TECHNICAL SUPPORT
Dedicated after sales technical support teams on line to help with installation.

CORPORATE & PUBLIC SECTOR ACCOUNTS
We welcome orders from corporate, education and public sector organisations. Just fax or phone your order number.

14 DAY MONEY BACK GUARANTEE
Items must be returned (with a returns number from Powermark Customer Service) in "as new" condition for a full refund (excluding carriage). Not valid for opened floppy disk based software.

TURN THE PAGE FOR MORE

INSTALLATION SERVICE
While-you-wait and on-site installation services available. Call for details.

PERSONAL CALLERS VERY WELCOME
Save on delivery charges - there's plenty of parking. Telephone first to check our stock position on the items you want. We're also open on Saturdays from 9.30am to 4.00pm.

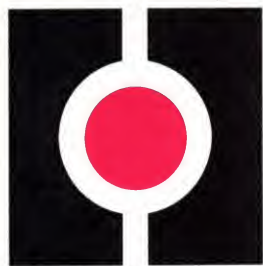
Powermark plc
Premier House,
112 Station Road, Edgware,
Middlesex HA8 7AQ

Tel: 081-951 3355
(50 lines)
Fax: 081 905 6233



CALL 081-951 3355 IF THE UPGRADE YOU REQUIRE IS NOT LISTED HERE

Power



Mark

**Technical Sales
Order Lines
081-
951 3355
(50 lines)**

VIRTUAL REALITY

Powermark publishes a FREE newsletter containing the latest news and developments in the exciting new world of virtual reality. To register for your FREE subscription complete the coupon or fax 081-905 6233.

**TURN THE PAGE
FOR MORE**



NEC MULTISPIN 3Xe

MEMORABLE ADS

Famous ad campaigns
And all because the lady
loves Milk Tray

Milk Tray

Splash it on all over

Brut

Ba Ba, Ba Ba, Ba Ba,
Ba Ba, Ba Ba Ba,....

Pearl & Dean cinema
advertising



**CALL
081-951 3355
IF THE CD ROM
DRIVE YOU
REQUIRE IS NOT
LISTED HERE**



NEC

NEC CD ROM DRIVES

NEC's new range supports SCSI I and SCSI II standards and with the suitable interface/software drivers works with the operating systems listed below:

- MS DOS (and variations)
- Apple Mac (inc. System 7)
- Microsoft Windows 3.x
- Microsoft Windows NT
- IBM O/S 2 Version 1.6
- IBM O/S 2 Version 2.0
- Novell Netware 3.11
- Novell Netware 4.0

THE POWERMARK PLEDGE

14 DAY MONEY BACK GUARANTEE

Items must be returned (with a returns number from Powermark Customer Service) in "as new" condition for a full refund (excluding carriage). Not valid for opened floppy disk based software.

NEC FEATURE

NEC CD ROM DRIVES

NEW NEC

MULTISPIN 2Xi

- Double speed multisession internal drive
- 320ms average access time
- 256K continuous flow cache memory
- Dust door and auto lens cleaning

NEC 2Xi £189

NEC 2Xi WITH
ISA KIT £239

NEW NEC

MULTISPIN 4X PRO

- Quad speed external drive
- 600K/sec sustained data transfer
- 180ms average access time
- 256K continuous flow cache memory
- Full function control panel
- Dust door and auto lens cleaning

NEC 4X PRO £639

NEC 4X PRO WITH
ISA KIT £699

NEC 4X PRO WITH
ADVANCED ISA KIT £799

NEC CD ROM DRIVES

NEW NEC 3Xi

- Triple speed internal drive
- MPC I & II formats
- New loading mechanism
- 256K cache
- 195ms access time

NEC 3Xi £305

NEC 3Xi WITH ISA KIT £353

NEC 3Xi WITH ADVANCED
ISA KIT £443

NEW NEC 3Xe

- Triple speed external drive
- MPC I & II formats
- New loading mechanism
- 256K cache
- 195ms access time

NEC 3Xe £369

NEC 3Xe WITH ISA KIT £412

NEC 3Xe WITH ADVANCED
ISA KIT £508

**MULTIMEDIA
EXPERTS
AVAILABLE
FOR SPECIALIST
ADVICE**



NEC MULTISPIN 3Xi

NEC CD ROM DRIVES

NEC MULTISPIN 3XP

- Portable triple speed drive
- 450K/sec sustained data transfer
- 250ms average access time
- Full function control panel

NEC 3XP £319

NEC 3XP WITH ISA KIT £369

NEC 3XP WITH
ADVANCED ISA KIT £459

NEC 3XP WITH PARALLEL
TO SCSI KIT £390



NEC MULTISPIN 3XP

NEC MONITORS

NEC MULTISYNC 3V £385

- 15" FST with FullScan, Provides 29% more image area than standard 14" CRTs
- Low radiation
- Intelligent Power Management in accordance with VESA specifications

NEC MULTISYNC 3FG £357

- 15" CRT
- Unlimited colours
- 1024 x 768 resolution
- Complies with all EEC health and safety regulations
- 0.28mm dot pitch
- Horizontal synchronisation 31.5KHz to 38KHz
- Vertical synchronisation 55Hz to 90Hz

NEC MONITORS

NEC MULTISYNC 3FGe £467

- 15" CRT
- Unlimited colours
- 1024 x 768 resolution
- Complies with all EEC health and safety regulations
- 0.28mm dot pitch
- Horizontal synchronisation 47.5KHz to 49.5KHz
- Vertical synchronisation 55Hz to 90Hz



NEC MULTISYNC 3FGe

NEC MULTISYNC 4FGe £525

- 15" CRT
- Unlimited colours
- 1024 x 768 resolution
- Complies with all EEC health and safety regulations
- 0.28mm dot pitch
- Horizontal synchronisation 31KHz to 62KHz
- Vertical synchronisation 55Hz to 90Hz

NEC MULTISYNC 5FGe £834

- 17" CRT
- Unlimited colours
- 1024 x 768 resolution
- Complies with all EEC health and safety regulations
- 0.28mm dot pitch
- Horizontal synchronisation 31KHz to 62KHz
- Vertical synchronisation 55Hz to 90Hz



NEC MULTISYNC 3FG

NEC MULTISYNC 6FGe £1638

- 21" CRT
- Unlimited colours
- 1280 x 1024 resolution
- Complies with all EEC health and safety regulations
- 0.28mm dot pitch
- Horizontal synchronisation 27KHz to 79KHz
- Vertical synchronisation 55Hz to 90Hz

CALL 081-951 3355 IF THE UPGRADE YOU REQUIRE IS NOT LISTED HERE

**VAT at 17.5% will be
added to all prices**

The Media Bank *at Powermark*

CREATIVE LABS FEATURE

SOUNDBLASTER CARDS

SOUNDBLASTER

V.2 DELUXE **POWERCUT!** £44

- Includes Indy 500 and Lemmings

SOUNDBLASTER PACK £84

Includes SoundBlaster V.2 Deluxe, amplified speakers, joystick and bundled software.

SOUNDBLASTER

PRO BASIC £59

WAVEBLASTER £125

- Add-on daughterboard for SoundBlaster 16
- Sound Read Only Memory
- 213 DC quality musical instrument sounds
- Presets include 128 instruments, 18 drum kits, 50 sound effects

NEW! SOUNDBLASTER 16 AWS 32 £189



ALL OUR PRODUCTS ARE 100% COMPATIBLE AND COME WITH A MINIMUM 12 MONTH GUARANTEE

SOUNDBLASTER PRO DELUXE

£75

- 20 voice enhanced 4-operator FM synthesiser
- Stereo recording for line-in and CD-audio
- Digital and analogue mixer
- Full software control of fade-in, fade-out, pan, volume, left/right steering and microphone mixing
- Includes Indy 500, Lemmings, MPC Encyclopaedia on CD ROM



Certificate no. FS 26535
BS5750 registered for the supply of computer, printer and work-station memory, processor and other upgrades.
Powermark plc is regularly assessed by the British Standard Institute to ensure compliance with the quality standard.

Technical Sales Order Lines
081-951 3355
(50 lines)

MULTIMEDIA KITS

DISCOVERY PACK INTERNAL

£434

- Panasonic CR563 multispin/twinspeed internal CD ROM drive
- SoundBlaster Pro 16
- Pro Digital speakers
- Microphone
- Bundled software included

DISCOVERY PACK EXTERNAL

£485

- As above but with external drive

PROFESSIONAL PACK INTERNAL

£434

- Panasonic CR563 multispin/twinspeed CD ROM drive
- SoundBlaster Pro 16
- Pro Digital speakers
- Microphone
- Bundled software included

PROFESSIONAL PACK EXTERNAL

£485

- As above but with external drive

SOUNDBLASTER CD 16

£424

- Includes SoundBlaster Pro 16, Double Speed multisection internal CD ROM drive, amplified speakers and top selling CD titles

DELIVERY CHARGES

- UK Mainland: Next working day courier delivery to your door: only £7 per order (£5 per CD ROM software order)
- Europe: 2 day delivery to your door: Call



Midiblaster



Soundblaster 16 ASP MULTICD

VIDEO BOARDS

NEW! CREATIVE LABS VIDEOBLASTER SE £209

- Displays full-motion, digital video in a moveable, sizeable window
 - Includes MS Video for Windows, Aldus Photostyler and JPEG
 - Overlays computer text and graphics on video
- VIDEOSPIGOT **POWERCUT!** £194**
- Video capture card giving full motion video in real time at up to 30 frames per second
 - Includes Microsoft Video for Windows

TV CODER **POWERCUT!** £117

- Use your TV as a monitor
- Flicker-free display
- Converts SVGA to composite video and SVHS
- VideoBlaster interface
- TV Panel software included

SOUNDBLASTER PRO DELUXE PACK

£139

Pack includes SoundBlaster Pro card, dynamic microphone, amplified speakers, joystick, 1 in/1 out MIDI interface, MIDIsoft Recording Session software and bundled CD ROM software.

SOUNDBLASTER

16 ASP SCSI £179

- 16-bit real time compression/decompression in hardware
- 20 voice enhanced 4 operator stereo synthesiser
- Joystick port
- Bundled software included
- Supports SCSI I & II
- Includes EZ-SCSI software

MIDIBLASTER

£159

- For amateur and professional music composition and presentation
- 20 polyphonic sounds and drums
- 16 channels, 128 preset sounds, 33 preset effects, 55 preset drums
- Bundled software

SOUNDBLASTER

16 BASIC £105

SOUNDBLASTER

16 ASP MULTICD £159

- 16-bit stereo sampling and playback MultiCD
- 20-voice enhanced 4-operator stereo FM-synthesiser
- CD ROM interface for Panasonic, Mitsumi and Sony CD ROM drives
- Stereo recording for line-in and CD-audio
- Full duplex MIDI interface
- Expansion for PCM wave table synthesiser
- Digital and analogue mixer

CALL 081-951 3355 IF THE UPGRADE YOU REQUIRE IS NOT LISTED HERE

Power

Mark®

HUGE STOCKS
Guaranteed same day despatch on virtually all orders placed even up to 5.30pm.

TECHNICAL SALES PEOPLE
Our sales people are the best. They are trained specialists in their chosen field - multimedia, memory of all types and mass storage.

TESTED PRODUCTS
We only supply products from leading manufacturers. Powermark plc is the only BS5750 upgrade reseller.

TECHNICAL SUPPORT
Dedicated after sales technical support teams on line to help with installation.

CORPORATE & PUBLIC SECTOR ACCOUNTS
We welcome orders from corporate, education and public sector organisations. Just fax or phone your order number.

14 DAY MONEY BACK GUARANTEE
Items must be returned (with a returns number from Powermark Customer Service) in "as new" condition for a full refund (excluding carriage). Not valid for opened floppy disk based software.

TURN THE PAGE FOR MORE

INSTALLATION SERVICE
While-you-wait and on-site installation services available. Call for details.

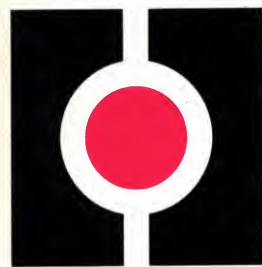
PERSONAL CALLERS VERY WELCOME
Save on delivery charges - there's plenty of parking. Telephone first to check our stock position on the items you want. We're also open on Saturdays from 9.30am to 4.00pm.

Powermark plc
Premier House,
112 Station Road, Edgware,
Middlesex HA8 7AQ

Tel: 081-951 3355
(50 Lines)
Fax: 081 905 6233



CALL 081-951 3355 IF THE UPGRADE YOU REQUIRE IS NOT LISTED HERE



**FREE
CALL**
Technical Sales
Order Lines
**0500-
600 486**

ADVENTURE CD ROMS

LABYRINTH OF TIME	£25
JUTLAND	£39
DARK SUN SHATTERED	
LAND	£29
GOBLINS III	£32
LOST IN TIME	£35
REBEL ASSAULT (STAR WARS)	£31
GATEWAY II	£23
ALONE IN THE DARK	£29
SHADOW OF THE COMET	£29
CYBERSPACE	£31
MARIO IS MISSING	£29
LANDS OF LORE	£29
MAD DOG MACREE	£28

**TURN THE PAGE
FOR MORE**

TOP TEN

Last months best selling
CD ROMS at Powermark

1. Microsoft Encarta (9)
2. 7th Guest (5)
3. Rebel Assault (1)
4. Day of the Tentacle (2)
5. Jurassic Park (-)
6. Lover's Guide (-)
7. Dracula Unleashed (-)
8. Interactive Space
Encyclopaedia (-)
9. Mad Dog McCree (-)
10. Walkthroughs and
Flybys (8)

Brackets show previous
position



ENTERTAINMENT CD ROMS

ADVANTAGE TENNIS	£26
AEGIS GUARDIAN OF FLEET	£42
AKIRA	£19
ANECDOTE 3	£9
BATTLE CHESS	£25
CAPITOL HILL	£27
CASTLES 2	£29
CHESSMASTER 3000	£27
CHAOS CONTROL	£Call
CONSPIRACY	£37
• Act the role of a KGB agent	
CYBER RACE	£44
DARK SEED	£31
DAY OF THE TENTACLE	£22
DEATHSTAR ARCADE	£19
DRACULA UNLEASHED	£25
DUNE	£29
• Adventure game based on the best selling Frank Herbert Novel	
DUNGEON HACK	£28
EYE OF THE BEHOLDER	£Call
GABRIEL KNIGHT	£31
HELL CAB	£56
INCA 2	£37
INDIANA JONES IV	£36
JOURNEYMAN PROJECT	£31
JURASSIC PARK	£24
KINGS QUEST VI	£31
LANDS OF LAW	£37

• A full interactive fantasy role play	
THE LAWNMOWER MAN	£35
LEGEND OF KYRANDIA	£34
• A fantasy adventure in an enchanted forest inhabited with dragons	
LEGEND OF KYRANDIA 2	£Call
LEISURE SUIT LARRY 6 (18)	£29
LIBERATION	£Call
LOOM	£38
LORD OF THE RINGS	£31
MANIAC MANSION	£39
MARIO IS MISSING DELUXE	£31
MICROCOSM	£34
MICROSOFT GOLF	£36
NICK FALDO GOLF	£28
POLICE QUEST IV	£32

• All new police adventure game	
PROTOSTAR	£27
QUANTUM GATE	£31
RETURN TO ZORK	£29
RISE OF THE ROBOTS	£42
SAM & MAX HIT THE ROAD	£Call
7TH GUEST	POWERCUT! £37
SHERLOCK HOLMES III	POWERCUT! £33
• Full-motion colour video whodunits	
SOFTWARE JUKEBOX	£34
STAR TREK	£27
STAR WORKS CHESS FOR WINDOWS	£39
STELLAR 7	£25
SUPER STRIKE COMMANDER	£29
T.F.X	£29
TORNADO	£31
UFO	£37
UNDER A KILLING MOON	£Call
WING COMMANDER 2	£31
WINTER OLYMPICS	£29
WORLD OF XEN	£35

NEW CD ROM TITLES

A selection of the season's releases. Check availability before ordering.	
MEGARACE	£29
SOFTWARE TOOLWORKS CHALLENGE PACK	£29
SIERRA GOLDEN 7	£29
WOLFPACK	£19
WINTER OLYMPICS	£32
FOREVER GROWING GARDEN	£35
MOVIE MADNESS	£35
JFK ASSASSINATION	£35
BENEATH A STEEL SKY	£34
A MILLION LAUGHS	£28
SUPERSONIC	£47
250 MUSIC CLIPS	£29
1000 SOUND EFFECTS	£29
IRON HELIX	£28
MAP VISION	£155
STREET MART	£155
MANAGING YOUR BOSS	£22
MAKING TIME	£22
HOLLYWOOD CLASSICS	£27
OCEANS BELOW	£25
SPACE IN MOTION	£25
SPACE (PSYGNOSIS)	£26
GROLIER V.6	£149
MURMURS OF EARTH	£29
CREATION STORIES	£34
ALPHABET BLOCKS	£29
FUNNY: THE MOVIE IN QUICKTIME	£34
ANIMAL ALPHABET	£34
20TH CENTURY (5 DISK SET)	£112
LOVERS GUIDE (18)	£28
HUMANS 1 & 2	£28
DIGITAL LOVE	£19
WALKTHROUGHS & FLYBYS	£25
THE PICTURE LIBRARY	£28
CREATION STORIES	£34
• Scientific theories and legends of the Earth's Creation	
MICROSOFT ART GALLERY	£33

NEW!

COREL CD POWER PACK

NEW! • Speed up your CD
ROM drive with caching
software £49

THE POWERMARK PLEDGE

**14 DAY MONEY BACK
GUARANTEE**
Items must be returned (with a
returns number from Powermark
Customer Service) in "as new"
condition for a full refund
(excluding carriage). Not valid for
opened floppy disk based software.

MISCELLANEOUS CD ROMS

SPACE SHUTTLE	£37
SPACE ADVENTURE	£49
HUTCHINSONS MULTIMEDIA ENCYCLOPAEDIA	£68
• The first British multimedia encyclopaedia	
MACMILLAN'S DICTIONARY FOR CHILDREN	£33
MICROSOFT POWERCUT! ENCARTA 1994	£69
• 28 volume encyclopaedia	

BARGAIN BASEMENT

CHERRY KEYBOARD	£27
MOUSE - MS compatible, with Mousemat	£8
TRIGENT 1MB SVGA CARD	£49
PANASONIC 562 - CD ROM bare drive (limited stocks)	£129

CD ROM ACCESSORIES

Quality Disk Caddy	£5
10 Pack	£45
CD ROM Drive Laser Cleaner	£24
CD ROM Disk Cleaner Kit	£19
Refills for above	£6
CD Tower Storage Unit	£19

BUNDLES

CD ROMs available at these very special low prices only when you buy a CD ROM drive or multimedia kit.	
Legend of Kyrandia	£22
Capitol Hill	£17
Oceans Below	£15
Timetable of History:	
Innovation	£23
Entertainment	£23
Politics & Media	£23
Space Shuttle	£15
Interactive Storytime Vol.1	£14
Mavis Teaches Typing	£19
Chessmaster 3000 Pro	£19

TOSHIBA CD ROM DRIVES

3401 INTERNAL	£259
3401 EXTERNAL	£375
• 200ms access time	
• Dual speed	
• Multisession and Photo CD compatible	
• Requires SCSI host adapter	
Audio leads	£5
Photo CD Software	£29
4101 INTERNAL	£199
4101 EXTERNAL	£279
• 385ms access time	
• Dual speed	
• Multisession	
• Requires SCSI host adapter	

COMING SOON...

DRAGONSPHERE, NOMAD,
ADDICTION, CHAMP MAN,
MARCO POLO, INSECT
ADVENTURE, 10 YEAR CD,
ARMAETH, BBC MATCH OF
THE DAY, LITL DIVIL, SIM
CITY, 7TH SWORD OF
MENDOR, BATTLE ISLE 2,
ASSASIN, HEIMDALL II, ALONE
IN THE DARK II, ISHAR 3,
RAVENLOFT, SIM ANT

SCSI CONTROLLERS

STANDARD AT KIT - INTERNAL	£49
EXTERNAL	£59
ADVANCED AT 16BIT KIT - INTERNAL	£119
EXTERNAL	£129
MCA KIT - INTERNAL	£109
- EXTERNAL	£119
PARALLEL TO SCSI KIT	£74
EZ-SCSI V.2 SOFTWARE	£58

**CALL
0500 600 486 IF
THE CD ROM YOU
REQUIRE IS NOT
LISTED HERE**



IN EXTREMIS

Guns. Mazes. Monsters.
Sound a touch familiar?

Charlie Brooker enters the endless hallways of *In Extremis* and finds himself in the ever-lengthening shadow of *Doom*...

T

HE ENTERTAINMENT INDUSTRY has always been prone to slavish bandwagon-jumping and mindless trend-following.

TV companies, for instance, recently decided that everybody in Britain loves detective series', and so they set about clogging up the schedules with thousands of grumpy sods. It was impossible to switch on the box without being confronted by an episode of *Inspector Morse*, *Prime Suspect*, *A Touch Of Frost* or *Spender*. At one time there were so many fictional television crime-stoppers, I half expected them to set up their own union and go on strike for juicier murders, emptier private lives, denser sidekicks and drier cynicism.

Hollywood reacted in similar fashion following the success of *Basic Instinct*, churning out no end of murder 'n' sex dramas each featuring kinkier sex and ghastlier death than the last. I'm still waiting for *Ripsaw-Wielding Shoe Fetishist*, starring Sharon Stone, Madonna, Michael Douglas and Pee Wee Herman.

The pc games industry is no different. Right now there's a torrential flood of first-person perspective 3D kill 'em-ups.

Shadowcaster, *Terminator: Rampage*, *Doom*, *Blake Stone* and now the latest addition to the genre: *In Extremis*.

Nothing compares to *Doom*

Now, as everybody knows, *Doom* stands decapitated head and blood-stained shoulders above the rest. It forces them to kneel at its feet at gunpoint and lick its combat boots until they can see their sorry faces reflected back in them. So how will *In Extremis* fare as it enters the ring? Does it cuff *Doom* round the ear and give it a dead arm, or does it simply join the back of the queue for the boot-licking contest like all the others?

Things don't look good right from the start: our hero, the man you must guide to victory, is called Bob Jones. Not the most inspiring name for a hero, really. Sounds more like the bloke who comes round to unblock your toilet with a generous hairy bum cleavage and a smouldering roll-up hanging from his lips. But no, according to the manual this Bob Jones is a top space marine, who's been spending his time off 'enjoying a relaxing time by the swimming pool surrounded by a bevy of buxom beauties.' Hmm. Unfortunately for Bob, his Spaceclub 18-30 holiday has been cut short by an urgent call for help: a top secret research laboratory, which the military hid in deep space, has mysteriously disappeared and he's got to jet off into space and find it. And find it he does, moments before his own spaceship blows up for no good reason whatsoever, forcing him to eject into space and clamber up the exhaust pipe of the offending laboratory. Standing alone, in his bulky hi-tech space marine clobber, and with only a generous



(Above left) All the monsters are an unpleasant shade of green.
(Above right) Aahh, they don't make spacesuits like they used to.
(Above) Finding all the various access codes can be an enormous pain in the arse.

Geiger counter

First impressions are good. The spacelab interior is moody and atmospheric, with all manner of H. R. Geiger-style 'metallic spaghetti' decorating the walls. A few human corpses are sprinkled around on the floor, as if Jeffrey Dahmer and Hannibal Lecter had held a boisterous party there the night before. Computer terminals blink away in the darkness. 'Eee, it's just like *Alien*', you say to yourself.

Movement is smooth but fairly slow. Bob's space suit is somewhat bulky after all, and the screen bobs up and down as he plods along to the sound of his own weighty footsteps. In fact, he walks rather like somebody wearing a large pair of skis attached to their feet and this sense of hindered mobility actually adds to the game's 'fear factor'; you soon realise that

it's going to be totally impossible to run away from anything that lurches out at you.

And it's not long before something does lurch in your direction. Almost immediately you'll



(Below) Monsters leap out at you, but since you move as if you've got concrete feet you're likely to die.



IN PERSPECTIVE

In Extremis is better is better than Terminator Rampage, but only just. Doom is still the best.

Doom

Wolfenstein

Terminator Rampage

In Extremis

find yourself set upon by a pair of pointy-headed, snarling green thingamijigs. The alarming thing about the monsters on-board is that, rather than spit acid or fire lasers at you, they beat you up. In a panic, you try and dodge the greenies' flailing tentacles and fire your weapon at them. Once killed, the aliens explode, causing green goo to run down your visor as if you'd sneezed inside your helmet.

It's at these times when *In Extremis* is at its most effective

– the aliens leap out of nowhere without warning and it does genuinely make you jump. The lack of music makes these rapid bouts of screaming all the more scary. But these moments of tense panic soon become outweighed by the mundane nature of the overall gameplay, and it's this which I'd like to take to task.

I've got the key

To advance from level to level in *In Extremis*, it's necessary to locate and utilise all manner of security cards. There are elevator cards which let you gain access to higher levels, and computer cards which open sealed doors and the like. Further-

more, each level has its own access code which must be tapped into fixed terminals, allowing you to collect more weapons, health boosters, oxygen packs (your air supply is constantly diminishing), bombs and batteries.

In practice, this comes across as bureaucracy at its worst. For instance; sometimes, in order to get from one level to the next, you'll have to do the following:

1. Tap in the corresponding access code (which you wrote down on a bit of paper)

2. Search around for a security card in order to open a sealed door.

3. Search around for another security card in order to learn the access code for the next level up.

4. By now you'll have found the lift, but for some reason you can't make it go anywhere. Time to walk back out again and search for a new elevator card. In order to find it, you'll probably have to use one of your security cards again – no doubt the old one which you dumped when you found the new one. so you'll have to go back and find that as well.

You get the picture. Presumably, this sort of thing is an attempt to add depth to the game – in which case give me shallow,

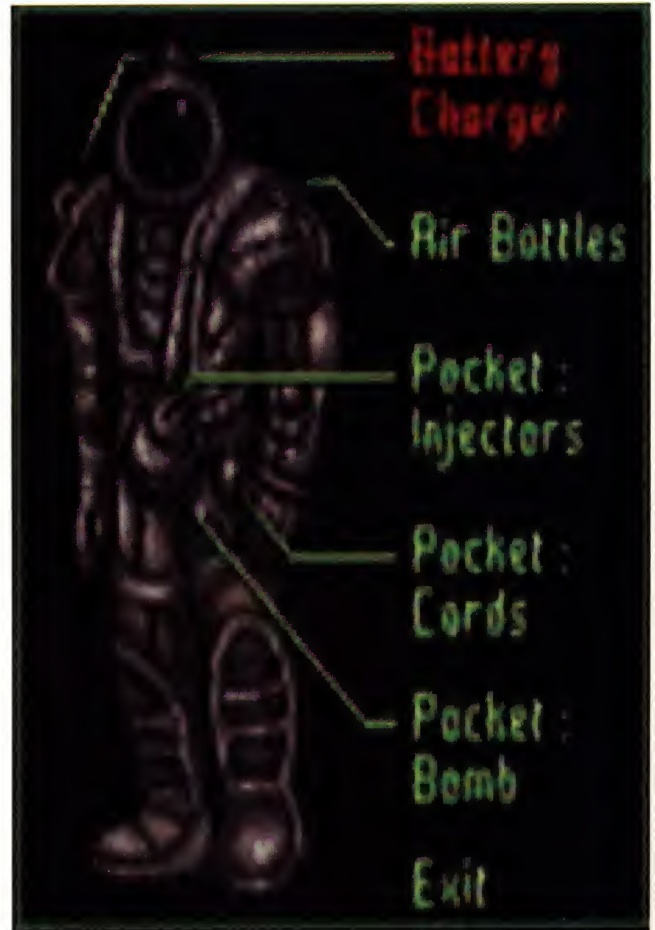
mindless entertainment any day of the week.

Anyone who's ever queued for three hours to pick up an emergency passport

only to be told that they've filled out one line on their form incorrectly and have to start all over again will be on familiar territory. This isn't fun, it's just irritating.

Occasionally you'll discover something new, however, moments like these are few and far between. There are a fair number of levels, but they're all tedious Hampton Court Maze-style affairs and the constant wandering around in search of access cards soon becomes as monotonous as watching 18 episodes of *Lovejoy* in a row.

It's a shame really. If Blue Sphere had injected just a little more action and removed some of the card-searching, they might have had a sure-fire winner on their



(Above left) Allergic to monsters, you end up sneezing inside your helmet.

(Above right) Bob models the elegant shell suit of the future.

hands. It still wouldn't have come close to *Doom* of course but it could have come a little bit closer. As it stands, expecting anyone who's experienced *Doom*'s thrills and spills to be impressed by this effort is rather like taking a group of battle-hardened Vietnam veterans onto a

fairground ghost train and expecting them to wet their pants with fear. ☹



SCORE

You'll shriek!
You'll shout!
You'll yawn!

Minimum Memory: 2Mb (1Mb XMS)

Minimum Processor: 386/16MHz

Hard Disk Space Required: 15Mb

Graphics Modes Supported: VGA

Soundcards Supported: Sound Blaster, Ad-Lib, Gravis US, Covox, Sound Source.

Controls: Keyboard or joystick

Comments: Installation takes a long time; you may have evolved into a higher form of life by the time it's complete. Digitised sound is available through the PC speaker but it's too high-pitched and squeaky to bear.

Price: £37.99 **Release Date:** Out now

Published: US Gold/BlueSphere

Telephone: 021 625 3388

JONNY QUEST:

CURSE OF THE MAYAN WARRIORS



Jonny Quest. Once a cartoon series, now a computer game. **Chris Anderson** thinks it may have lost something in the translation.



ARTOON SPECIALISTS Hanna Barbera have finally twigged that there's money to be made out of PC games, and have joined forces with Hollyware

Entertainment to produce a computer game based on their cartoon series *Jonny Quest*. What they haven't twigged is that you can't just put together any old tosh and expect people to buy it on the strength of the TV tie-in.

Jonny Quest attempts to combine the puzzle-solving elements of an adventure game with the action elements of a beat 'em-up, but fails miserably on both counts. Considering the quality of many of the other arcade-adventure games currently on sale, it's a bit of an insult to the PC games buying public that they should be expected to even consider buying something that has obviously had very little effort put into producing it.

Nothing to offer

What we have here is a complete catastrophe. It's not unusual to come across games that are lacking in one or more departments, but these games usually have at least one redeeming feature that saves them from becoming a total disaster. *Jonny Quest*, however, has absolutely nothing going for it.

Forget the silly plot about Jonny and his mate Hadji and their canine companion Bandit running about in Guatemala looking for five lost wonders. The game



itself consists of guiding Jonny and co. around a decidedly unattractive playing area, solving puzzles that are so easy they are an insult to the intelligence of anyone clever enough to have loaded the game up in the first place, and fighting baddies every two minutes in combat sequences that will make you laugh aloud the first time you see them. I played the game for about four hours, but in all honesty I was bored brainless after the first 20 minutes. If there is anything of any interest in this game, I certainly didn't come across it.

The animated introductory sequence is about the most exciting part of the whole affair. It fools you into thinking you are about to take part in a cartoon-style arcade adventure, but when it's over you are faced with an extremely dull top-down view of the playing area with three tiny bods stuck in the middle of it.



You have to take control of Jonny, and wherever he goes the other two will follow. Moving Jonny about is no problem. Moving him where you actually want him to go is a different matter entirely. This is because Hadji and the dog frequently get in the way, blocking doors and entrances when you want to go through them. Much Jonny-joggling is required just so you can get the others to move out of the way. This can be more than a little frustrating and more or less sums up the game on the whole. The graphics are awful, the puzzles aren't exactly mind-bending, my joystick didn't work and the arcade sequences are a complete joke. Don't buy it! **Z**



SCORE

Can basically be summed up in one word. Dreadful.

Minimum Memory: 1Mb

Minimum Processor: 286/12MHz

Hard Disk Space Required: 5.4 Mb

Graphics Modes Supported: EGA

Soundcards Supported: Roland, Ad-Lib, Sound Blaster, Ultrasound

Controls: Joystick, keyboard

Comments: DOS 5.0 or above required; Hayes-compatible modems supported; 132-column printers supported

Price: £29.99 **Release date:** Out now

Publisher: Software Business

Telephone: 0480 496497

(Top left) The cop-out screen. Race rescues Jonny from the temple when he gets stuck. (Top right) Kill a baddie and watch him do the pogo. (Above) Jonny uses his wrist communicator to summon help when he can't be bothered to work out a puzzle. (Below) The view screen. The trickiest puzzle you'll face here is how to get Jonny out the door without the other two getting in the way.



Highest Rating in
PC Format Magazine
March 1994

PREMIER Challenge



10 % of all profits to
Sheffield
Childrens' Hospital



A game for football fans - by football fans!

"Be the Boss"

Have YOU got what it takes to guide YOUR team to the top?

Premiere Challenge is a game where the decisions you make on team selection, tactics, style and more, really affect play and results.

It's up to you to create a winning team!

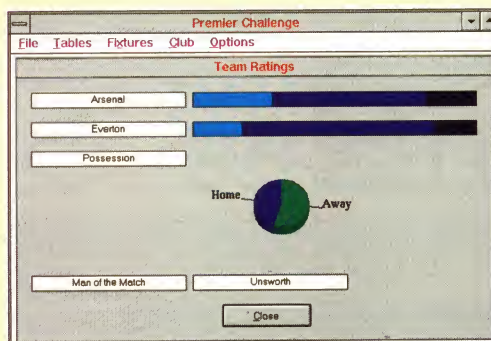


"The Premiership is probably the toughest league in the world. Winning it means building a team capable of beating the opposition game after game, week in, week out. Making a Premiership Challenge is tough, definitely not for the faint-hearted"

Ron Atkinson - Manager



All 4 English divisions including reserve and youth teams.
Full transfer market with over 1,500 players. Buy sell or grow your own.
Training, match tactics and unlimited formations make for real game play.



Sophisticated artificial intelligence techniques update player and team statistics.

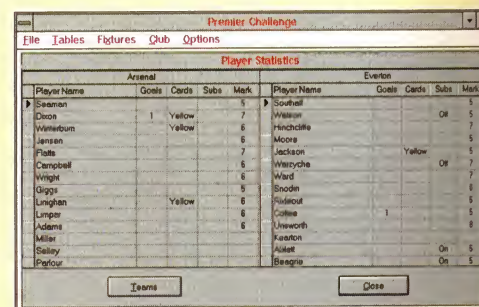
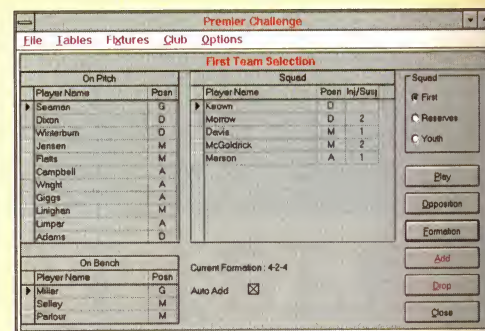
Real-time on-line commentary.

Full on-screen game play with substitution and change of tactics.

Full financial team info including gate receipts, transfers, salaries and sponsorships.

Cheat mode for those who can't stand to lose

Fantasy Pool predictions and ratings.



STOP PRESS

Send in your old football game disks and get £10 off your purchase

WinSport

65 High Street, Marlow
Buckinghamshire SL7 1AB

Telephone orders
information and credit card sales
call 081 953 9166

7 days a week 8am - 11pm

Previously marketed by T'ai Chi Software

on a mission

Mail Orders: Send this coupon NOW:

Please send me _____ game/s of Premiere Challenge @ £38.95 each (inc VAT/P&P)
Amount enclosed: _____ cheque / postal order

Access/Visa # _____ Expiry Date: _____

Signature: _____ Name: _____

Address: _____

Post Code: _____ Tel. No: _____

Despite the arrival of two texture-mapped polygon twins (one a bubbly bouncing square, one a trapezium) earlier this year, the relationship between *Underworld II* and **David McCandless** is on the rocks. After a long fling with *Doom* earlier this month, and a brief drunken snog with *Shadowcaster*, he's now set his sights on the latest RPG 'looker', *Arena: The Elder Scrolls*.



H, THE winter of '93... the texture-mapped winter of love, permissiveness, freedom. Long, dark nights with *Ultima Underworld II* – the Brigitte Bardot of role-playing games. Exploring; discovering; role-playing. We did it all. The magic, the mystery. On parapets, in dungeons, knee-deep in lava – no place was taboo. Ever since then, I, you, all of us have been searching for the new role-playing fix. *Lands Of Lore*, *Shadowcaster*, *Betrayal At Krondor* – all these have been lacking, the kick and addictiveness of *Underworld*. As each new RPG appears on the horizon we weep, we drool, we slaver with anticipation.

Arena: The Elder Scrolls is the latest object of our excitement. Programmed by Bethesda (*Terminator 2029*, *Terminator Rampage*), it's what you'd call a cross-dimensional, inter-continental, bitmapped-wrapped, full-scale, prime class RPG-athon.

The plot

The Septim family has been ruling the Tamriel for generations, since big, bad Tiber Septim invaded sometime in the First Era. The populace of this fair and varied land calls it *Arena*.

Recently, the monarch, Uriel Septim, was usurped by his chief sorcerer Jagar Jharm, who's taken control of the kingdom, adopted Uriel's form and sent the King into an alternate dimension. Ria Silmane, the second-best wizard, has been slain by Jagar. You, being the nearest heroic person, have been imprisoned in the castle's dungeons. Using

'The spells are probably the best-looking and most pyro-technic of any RPG.'



special magic powers, Ria contacts you from the grave, giving you the key to your cell and a magic exit to escape through.

The idea

Before you can take on a quest to recover the six pieces of the magic special thing and save Uriel, the kingdom, and the world as we know it, you must escape from the dungeon. You're given directions from the exit and woah – you find your sword and gold outside the cell. The prison is

packed with goblins and rats, but it's worth exploring to accumulate weapons and armour to sell off later.

Once out, you find yourself in a provincial town and must set about obtaining a room, bartering for equipment and spells, and seeking out individuals who want tasks done. Each town is a hefty size, with tudor-panelled domiciles, guilds, temples, manors and taverns. The streets are full of aimlessly-wandering characters who you can click on if you want to ask them something. By gradual means, you must gain experience and reputation, explore the Tamriel's provinces, and piece together clues to the whereabouts of the 'magic things'.

On the design

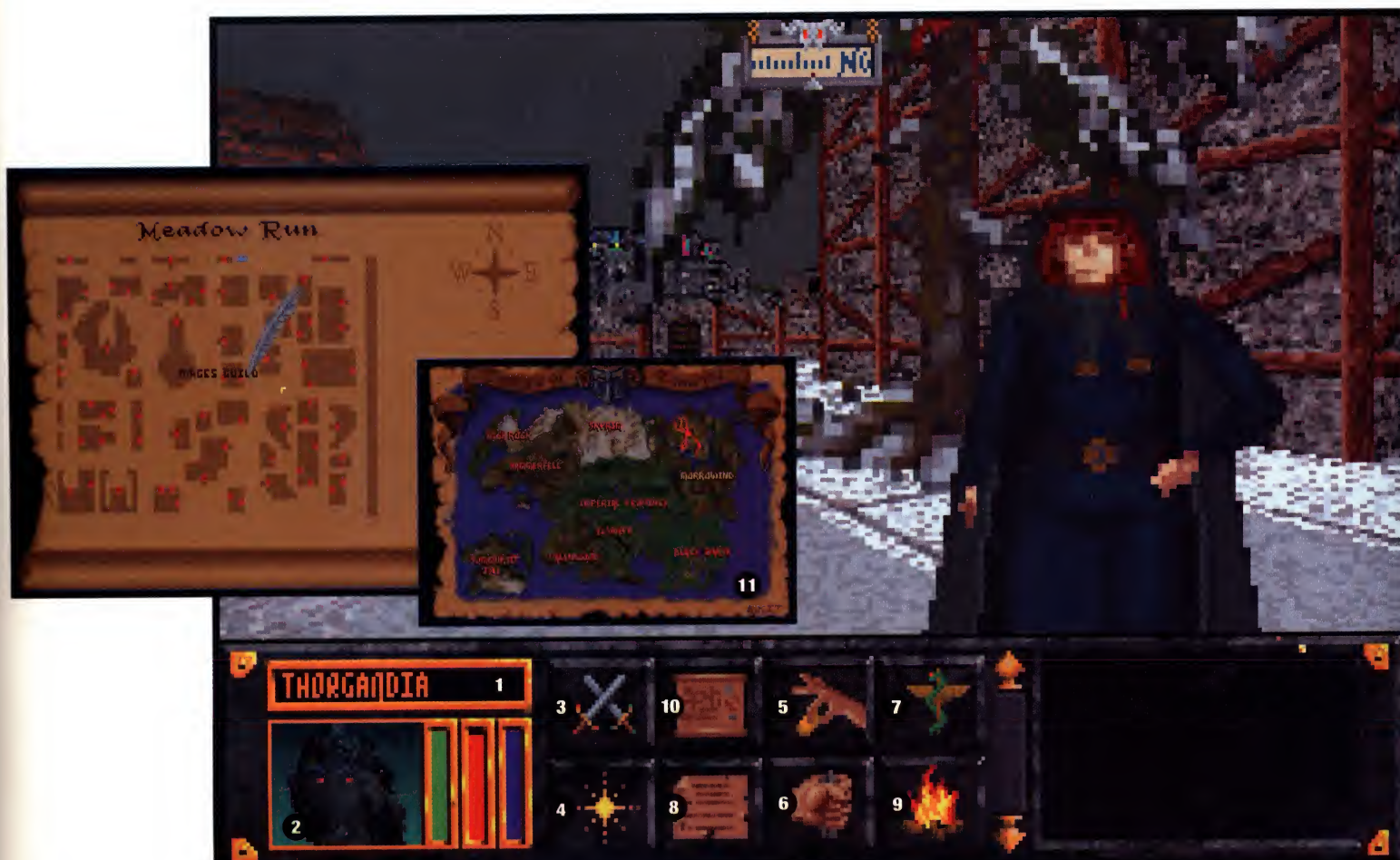
Some may call *Arena* a tribute, others may say it's a rip-off, but play it and you'll see elements of *Betrayal At Krondor* (continental playing area and outside bits), *Eye Of The Beholder* (AD&D-style stats and modifiers) and *Worlds Of Legend* (the ability to design your own spells).

Play it for a little longer and its main influences will show through the cracks. *Arena* blatantly 'borrows' the *Ultima Underworld I* and *II* movement and combat

(Above) Great advice from the *Arena* 'dungeon master'. Yeah, hide in a niche – great idea. The rats may not whiff you but the goblins will sure as dammit see you ('Hey look, it's a six foot high elf with a longsword'). (Below) No big surprises here. Select a weapon with the left mouse button and it will appear rather ostentatiously in your effigy's hand. Right-click to glean more info on the object.



ARENA: THE



RATHER PREDICTABLE

Behold ye the rather predictable it's-an-RPG-so-we'll-pull-out-the-main-screen-and-annotate it box.

1 Name: make a little plaque for your moniker (unfortunately, *Arena* allows you to have a name too long for this box, so if your title is polysyllabic – Garksa'He Nagthoran or Thorgandian Son of Thorgandia, since we're in RPG world – it over-spills and makes a complete mess of your dashboard.

2 Portrait: the background of your ugly mug gives you a hint of your health level. Aqua (or light blue as it's called in the real world) is healthy; red: close to death; blue: under some magic effect; green: poisoned or pissed; yellow: diseased and covered in welting pustules leaking some kind of greyish cheesy liquid.

3 Attack mode: clicking this icon unsheathes your current weapon. Strolling around a town with your broadsword lolling out isn't recommended. Some people will ignore you and others will start to talk (especially if you're wearing some see-through PVC armour).

4 Spell cast: the exploding sun casts your selected spell. Fire regulations state: no fireball casting in narrow corridors.

5 Fingers and coin: pilfer, nick, steal. Depending on your luck and the severity of your parents' discipline, you may or may not dare to pick a person or a lock. But, then again, it's worth noting that gold pieces are hard to come by.

6 Hand: this brings up a list of usable objects – generally potions and other magical devices, which you can then use either offensively or defensively.

7 Snake staff: the staff brings up your current status: location, date, time of day, and general well-being – that sort of thing.

8 The log book: this is an automated list of any quests you decided to undertake. Very useful for forgetful mages.

9 Campfire: rest, why don't ye, to regain lost hits, spell and fatigue points. The nicer the accommodation, the faster you heal.

10 Automap: traces your progress on a scroll. Just like *Underworld* (down to the typeface) you can jot things of interest down.

11 Continental map: right-clicking the automap brings up a geographical representation of the world as you know it. Note the usual inexplicable fantasy novel mountain ranges and, oh look, an evil domain with a geologically inexact volcano.

ELDER SCROLLS



FREEDOM OF THE FLESH

Engage in the capitalist shenanigans of a developing medieval country. Accumulate wealth, hire yourself out as odd-job man to the rich, get a reputation and explore the countryside looking for trolls.

Bartering

'So you want to sell some kit? Go see the strapping man at the equipment store then.' This was my advice and I didst gladly pluck it from the nipple of Fortune herself. I sallied forth and didst barter with said bronzed Adonis. 35 gold pieces for my elven sword he proffered. 45, I returned. 36 was his reply. 36? What manner of progression art that? 'A crap one,' my fool muttered.

Mage's Guild

After my experience with the Herculean shopkeeper, I sallied forth unto the Mage's Guild. Mine intent was to have the sorcerer identify a magic artefact. Ten gold pieces was his price. 'Do we got a deal?' asketh the mage. What? Doth the mage moonlight as an extra on *Cagney And Lacey*? Do we got a deal? Wanna a cup of cwoa-fee?

The lord of the manor

The high lord of this domain was next on mine scroll. He did ken my powerful reputation and didst offer me a kidnap job. It wouldst take 19 'game days' to travel there, and he didst offer me but 90 gold for the task. 90 gold, I almost cried, 90 pieces of gold for such a time-consuming quest? Alas, being 'strapped of cash' I deemed it necessary to undertake the job. We did got a deal.

Continental map

Activating mine continental map, I selected the location and went there with all swiftness. My craven fool, who had contracted the pox from a rat's bite, died en route. The idiot should have visited a temple and been healed before travelling.

Quest

Ah, this quest has manifested into something more difficult. A dungeon awaits my exploration, as do numerous goblins, rats and guard entities. The deep crevasses are there to lure the unwitting adventurer to his doom. They're also there to annoy anyone with a slow unmanoeuvrable machine (486SX or less).

systems, right down to some of the keyboard shortcuts. You have a playing area and a mouse pointer. Moving the pointer up the screen and holding the left button moves you forward: the higher up, the faster you move. Right-click when moving to jump. Slide the pointer to the upper sides of the screen and you rotate sluggishly. Middle left and right side-steps you, while the bottom area moves you back. With the sword drawn, holding left and dragging up, across or down forces a stab, slice or chop manoeuvre. Frequenters of Lady Underworld's boudoir will also find the swimming and automap scribbling systems remarkably similar.

Arena's other major influence is *Legends Of Valour*, an ambitious attempt at rendering a fully interactive city, with the taverns, guilds and sub-quests which *Arena* concentrates on. *Legends*' 3D system was quite pleasant (based on *Wolfenstein*'s) but the playing area was too big, the controls too complicated and the gameplay too directionless. You spent more time trying to earn money and buy equipment than actually fighting, questing, exploring and doing the stuff the best RPGs throw at you.

And this, alas, is one of the biggest problems with *Arena*. Unfortunately, it's just one of many.

On the engine

Arena seems to be using the *Terminator Rampage* 3D engine (anyone who's trudged through *Rampage*'s jerky corridors will groan). The good news is that it's faster. The bad news is that it's not that much faster. Turning the detail down pixellates the fringes of the screen, but you'll need a 486/33 before it reaches a near bearable speed. You can't shrink the playing screen, or remove the floors or ceilings to hurry things up. When you walk, you edge forward. Try a quick roundhouse and three seconds later you may have managed it. If you've got a small cache on your machine, entering areas of the map, investigating your inventory, or saving/restoring a game will trigger two to 15 second delays. This whole slow-poke feel affects the entire pace of the game.

On the look

The graphics are good, if a little inconsistent. While the character generation

graphics are poop (heads not super-imposed properly, badly drawn backdrops and so on), the in-game aesthetics are top-notch. The outside locations may look garish by day but, come the night or misty weather, they look lovely and highly atmospheric. The dungeons' interiors are pleasant enough, but don't expect any of *Underworld*'s architec-





tural finesse, though. *Arena's* maps are distinctly blocky. Most of the animated people are horrible. Badly-drawn and coloured, they look like *Star Wars* figures which have been too close to an infra-red bar heater. The spells are probably the best-looking and most pyrotechnic of any RPG, some are not dissimilar to (try: exactly the same as) the *Rampage* explosions.

On combat

Combat is okay. There's plenty of blood and animation frames, but the arthritic engine takes away the sense of pace and excitement in the battles. And how do you know if your opponent is close to death? *Shadowcaster* had this problem and it was a pain. If you don't know where you stand after minutes of hacking away at a goblin, how do you know when to run away?

And why can't you look down? You get attacked. It's dark. The screen judders. But where's your assailant? Between your feet and totally 'out of frame'. And don't think hiding behind a door will protect you - even the rats in this game can open doors.

Get assailed from behind and you're in real trouble. Turning is achingly slow, and it's a two to one bet that Monsieur Goblin will have diced your spine before you've revolved even 90 degrees.

On the map

If you discover a tavern, or guild or whatever, the map will automatically label it for you. Nice feature, apart from when you find two places next to each other. Then both place names overlap into an unreadable mess, forcing you to delete both names and retype them on different levels.

The cities and towns are packed with houses and locations. But trying to open most doors yields the message: 'This lock has nothing to fear from you,' so you can't get in. Does that mean you'll be able to get in at a later date? Or is this message the interactive equivalent of the classic 'You can't do that' reply.

There are loads of Tardis-style buildings with hallways and rooms which couldn't possibly fit. And each pub, guild and palace's interior is exactly the same - no

matter which pub, which town, which province. Why? How hard could it be to vary the interiors just a little bit? With this kind of monotony the incentive to explore other locations is lost.

On interaction

When you talk to any character you're fobbed off with such lame replies that you get bored. You do occasionally - I suppose as in life - meet an interesting person who'll sketch a location on a map or tell you a decent rumour or piece of gossip. But mostly the next person will say: 'Hey big boy, I don't do elves' (she's a prostitute you see), and the next 'I'm a stone mason. I fix stones'. After a while, you begin to find this very tedious.



On balance

Arena: The Elder Scrolls is disappointing. The cities are dull. The interaction is dull. The playing area is too large. The quests and money-earning too laborious. There's no wit. The over-serious storyline is the kind of 'thee, thou, forsooth' sub-Tolkien crap you get in your average fantasy novel. The graphics are inconsistent, the engine badly implemented and too slow. The overall objective, the most important thing in an RPG, the feeling that there's some great mystery to unlock, is obscured by the size and repetitive complexity of the design. The combat is flawed, small details are passed over and dungeons are puzzleless and boring. There's no pace, little atmosphere, few incentives and, overall, absolutely no fun. Sorry. Back to the luscious embrace of *Madame Underworld* I'm afraid. ☒



(Above left) Fee-fi-fo-fum I smell the blood of a elf with a newsreader's haircut and a silly Zorro eye mask.
(Below left) A clever feature of *Arena* is designing your own spells.

Minimum Memory: 2Mb EMS

Minimum Processor: 386

Hard Disk Space Required: 21MB

Graphics Modes Supported: VGA, SVGA

Soundcards Supported: Sound Blaster, Sound Blaster Pro 16, Pro Audio Spectrum 16, Gravis Ultrasound, Ensoniq Soundscape, Aria Chip Set

Controls Supported: Mouse and keyboard.

Comments: It's much too slow on a 486SX and not exactly speedy on a DX. Cacheing system like SMARTDRV is essential.

Price: £45.99 **Publisher:** US Gold/Bethesda

Release Date: Out now **Tel:** 021 625 3388

IN PERSPECTIVE

Arena: Elder Scrolls

Betrayal At Krondor

Eye Of The Beholder

Lands Of Lore

Legends Of Valour

Shadowcaster

Terminator Rampage

Ultima Underworld I

Ultima Underworld II

Worlds Of Legend

STARLORD



Chris Anderson has always been a bit of a space cadet. Sadly, his last attempt to launch himself spacewards resulted in a short stay at the local hospital. We sent him *Starlord* to review in an attempt to keep him earthbound – for a while.



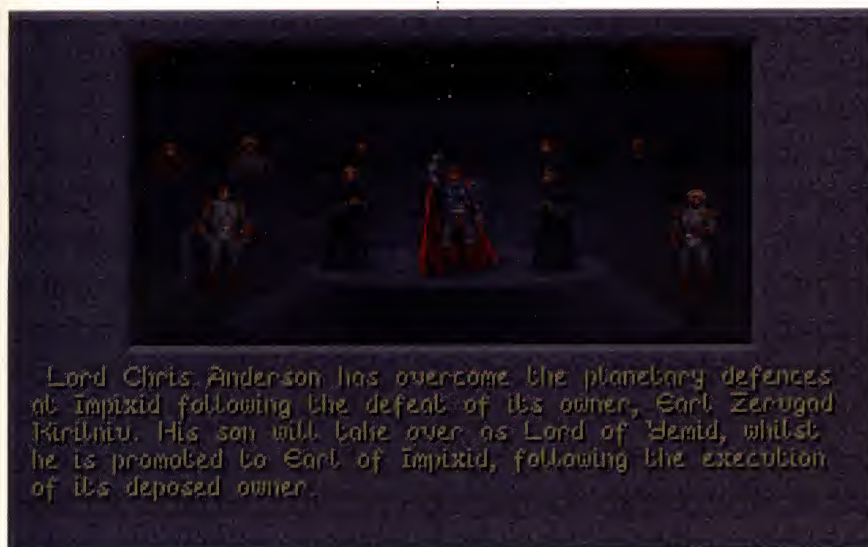
HERE ARE NOW almost as many space trading games for the PC as there are stars in the galaxy. Hardly a month goes by without another one or two popping up, proudly claiming to be fab, brill and oodles better than all the other ones. Invariably, they're not. They all seem to get most things right and one vital element or other horribly wrong. Either the gameplay is crap, and the combat is great or the gameplay is great and the interface is crap or any other combination of stupid mistakes.

And it's not as though programmers haven't got any examples to work with. A zillion space trading games have already

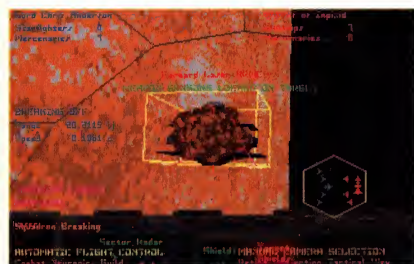
digitised speech for all the characters as in, er, some game that has loads of digitised speech, and the entire musical score from *Wing Commander* (alright, I know there's no space trading in it, but it's my imaginary game so I'll have whatever music I like wobbling in the background, okay?).

There! That wasn't too difficult, was it? I now fully expect zillions of letters from software houses begging me to design their next space trading game. I won't do it, though. It's much easier (and much, much more fun) to wait for it to come in for review and then tell them how they should have done it. But back to *Starlord*...

Use your battle map to plan your strategy.



(Above) Who would have believed it, I'm an earl.
(Below) Go on in and beat him up.



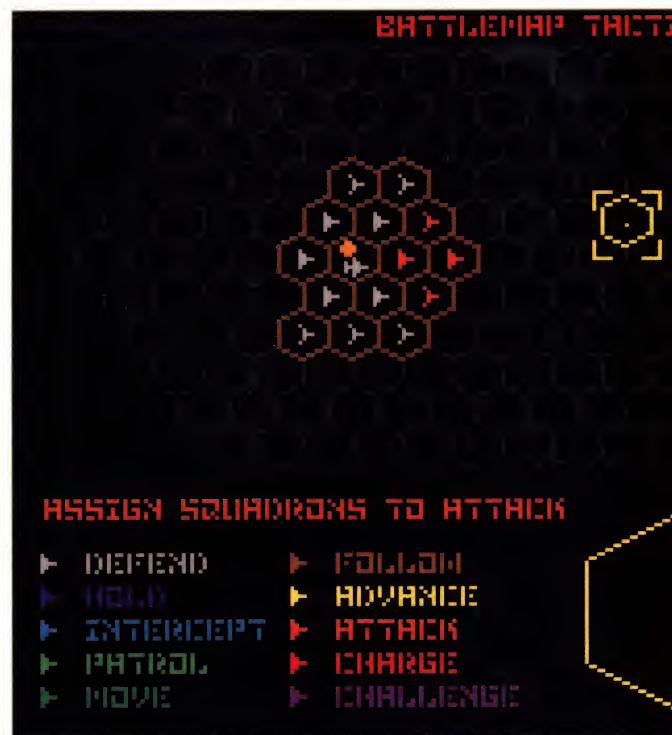
'Starlord's just another trading game. It's a shame, it could have been so much better.'

got one thing or other completely right or completely wrong, so why is it so difficult for any software house to come up with the perfect example of the genre?

Let's delve into the realms of fantasy for a minute or two and play the 'If I were to design a space trading masterpiece...' game and see if we can come up with the goods, shall we? You can substitute my choice of combat style with your own fave seeing as how it always appears to be such a controversial subject.

DIY corner

So, if I were to design a space trading game... I would happily run around plagiarising everything in sight to come up with a perfect product. My space trading combat masterpiece would have the gameplay and complexity of *Frontier Elite 2*; the charm and massive scope for sub-plot upon sub-plot of *Nomad*; the tense, exciting (and graphically stunning) combat scenes from *Privateer*; the extra realism of having



In the beginning

The background for *Starlord* is typical of what you might expect from a space trading game, in as much as it's unnecessarily complex. What it basically boils down to is this. Mankind went exploring the Galaxy. Mankind found lots of little planets and colonised them. Mankind put lots of different space bods (starlords) on these planets who promptly began to scrap with each other over worries like who owned what planet, who had the sexiest spaceship and who was the cleverest of them all etc. Now mankind is in an even worse mess than it was before they started.

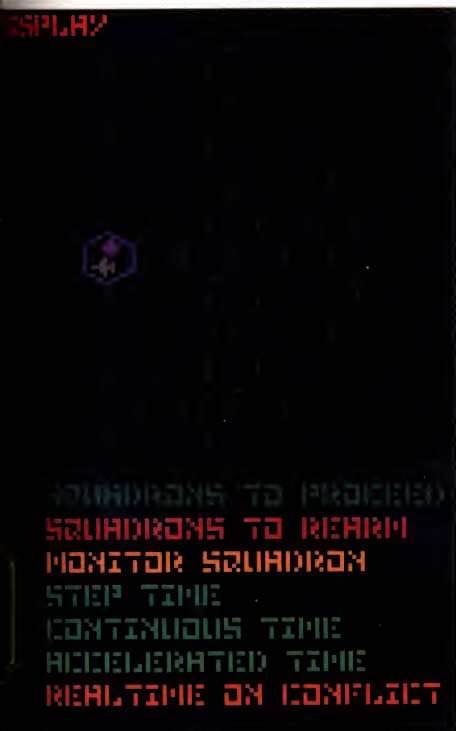
You are a starlord. Your ultimate goal is to become emperor of the galaxy. To achieve this you have to go out and bully all the other starlords, call them nasty names and then show them who's boss by booting



them off their planets. Simple enough stuff, though you wouldn't think so if you took the time to read the background section of the manual.

Social ladder climbing

If you choose to play the simplest scenario for *Starlord*, you start life as a lord. This is the lowest ranking of all the starlords. The only way to improve your status is by defeating a starlord of higher ranking and pinching his base star. A lord who defeats an earl becomes an earl. The same applies from earl to duke, duke to king and eventually, king to emperor.



To defeat a starlord of higher rank, all you have to do is go to his base with loads more fighter ships than him, insult him to provoke him into a fight and then blow all his ships up. At the start of the game, this is relatively easy. It's no problem for a lord to defeat an earl because earls just aren't very powerful. But it gets much harder to win the higher up the rankings you go. If you want to take on a king, for example, you'll need hundreds of starfighters and mercenary ships. To get these, you'll need money, and plenty of it. That means you'll have to do lots of what comes naturally to anyone who has played this type of game before - trading. The old 'buy stuff for peanuts and sell it for a fortune' game.

The obligatory trading bit

If you want to become a successful trader in *Starlord*, you've got to know your stars.



There's nothing like a good, fair fight. And this is nothing like...

IN PERSPECTIVE

Frontier Elite 2 is still the best all-round bet for space trading fans. In a sector of the PC games market that's full of 'nearly-got-it-rights,' its addictive gameplay and enormous game environment puts it a cut above the rest.

Frontier Elite 2

Privateer

Nomad

StarLord

Protostar

Commit your forces to battle. I think I'll bring the lot.

Every starlord has their own base star which they use as an HQ. What type of star you inhabit depends on your ranking. Lords inhabit production stars. Each time you go up a rank, you will be rewarded with a flashy new residence, starting with a castle star and moving up to a city star, citadel star and, if you're really lucky, the rather smart-sounding throne star.

For trading purposes, the only ones that matter are production stars, since they're the only ones that sell anything. Once you've found out where they are and what they sell, you just go zipping about the galaxy, buying and selling everything like a mad person until you eventually end up with an enormous amount of cash. So, once you've got this mother of a wad together, what do you do with it? Simple! You buy as many starfighters and mercenary ships as you can possibly afford and fly around beating the living daylight out of everyone.

The obligatory combat bit

Battle sequences in space trading games are usually pretty goddamn awful. You look at some of them and wonder how on earth



Who nicked all the screens?

Starlord doesn't have nearly as many screens as your average space trading/combat affair. And of those, there are only a few of any importance. Still, it's better than nothing, I suppose. Here they are, along with a few totally useless ones.

1 The Library screen.

From here you can access information on any starlord in the Galactic Empire. This helps you decide who you should trade with and who you should battle against.

2 The Base Star Screen.

This gives you general info on your base star and its resources. If it's a production star, you have to make sure it always has enough resources or it produces nothing and you don't make any loot.

3 The Trading Screen.

This is where you buy and sell stuff, of course. You can buy all your starfighters, mercenary ships and weapons here before going into battle.

4 The Player Screen.

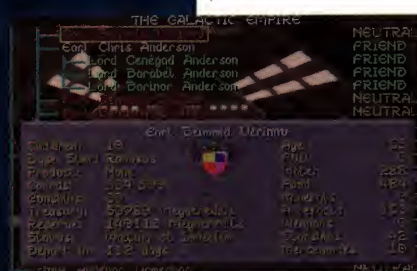
This screen shows you a picture of yourself and tells you stuff you already know, like how much money and resources you've got and how well your family's doing.

5 The Passage of Time Screen.

When you are travelling, this screen occasionally tells you of important events you can't do anything about because you're travelling.

6 The Hanging About Screen.

The rest of the time you are travelling you just stare at this and get completely bored. I only put this in because I couldn't find any more screens.



1



2



3



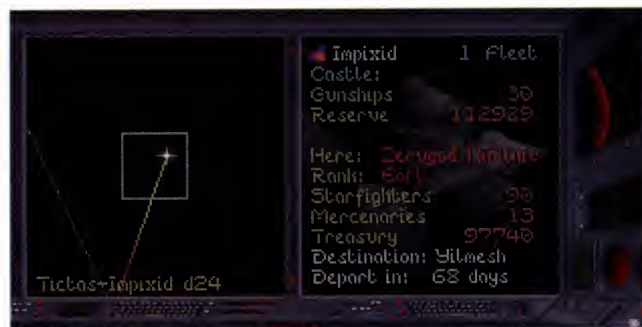
4



5



6



First things first. Find somebody wimpy to pick on.

anyone could produce something so tacky and uninspiring. I have my own theory on this. In my mind's eye I can see a games designer who suddenly remembers at the last minute that his game was supposed to have a combat bit in it somewhere. He phones the programmer and says: 'Shit, we forgot the combat bit and we're only a



(Above) Hang on a minute, the sheriff's coming to help the earl. (Below) A knuckle dusting looks to be in order.

week away from release date. Just churn out any old crap and we'll put it in.'

When I first saw the combat section in Starlord I was amazed. Decent graphics for the combat bit? It surely can't be true, I thought. It is though. The graphics have an



atmospheric, *Frontier: Elite 2* feel to them, and there are several neat camera angles from which to view the action. As soon as you jump into the action, all your starfighters and mercenary ships zoom about scrapping with the enemy ships while you control your own battle fighter and home in on your opponent's capital ship. It all looks so exciting and tense and smart and utterly fab. This is just too good to be true, I thought.

Unfortunately, I was right.

First impressions don't count

So here we are, straight back to the 'getting most things right and one thing horribly wrong' problem. It's not the graphics, it's not the atmosphere, it's not even the gameplay during the battles, which isn't exactly gripping but would have sufficed.



No, MicroProse has managed to come up with a completely new reason to hate battle sections in space trading games instead. And look, here it is!

Your objective when you go into battle is to destroy the enemy starlord's capital ship. If you blow that up, you win the battle.

That wouldn't be too much of a problem if it wasn't for the fact that the bastard thing takes about four or five hundred hits before it blows up. That means you have to spend hours and hours pounding away at the same ship before the damn stupid thing explodes.

As you can imagine, this becomes a trifle boring after about ten or 15 minutes. The only way to avoid this is to take the quick result option before the battle begins. The computer then decides who wins based on

the amount of ships each side has and how heavy duty they are, so you don't get to fight any battles at all.

So there are your choices. You can either take part in battles that go on forever, or just skip them completely. In reality, there's only really one choice.

I can't honestly see anyone going through these never-ending battles every time they meet someone who wants a scrap, which is virtually every time you come to a new planet. So now we have yet another space trading/combat game without the combat bits. Oh well.

Family connections

If there's one thing this game is big on, it's families. The most powerful starlords are the ones who can rely on their relatives to help them out. They give you stuff cheap, help you out in scraps, and are generally nice to you in every way.

It sometimes feels like a sort of *Neighbours* in space. Every time you successfully take over a base star, one of



(Main below) Say something rotten to them to wind them up and start a fight.



your family members is installed as the new ruling starlord. Each time you visit that base star afterwards, you can trade with them and buy whatever commodity the star produces at reduced cost. Your family also come running to help you if you are fighting a battle and they are within one jump of the area you are in.

If you stay at the same rank for long enough and keep attacking base stars with the same rank as you, you will soon end up with loads of aunts, uncles, cousins and other family-type people hanging about all over the place.

There are distinct advantages to this. You can set up your own family trade circle and avoid dealing with unscrupulous traders completely. If your family becomes large enough, (aka the Beales in *EastEnders*) your family hierarchy will override the Galactic hierarchy. Generally, being nice to your relatives is a good idea, no matter how many pairs of dodgy socks they buy you every Christmas.

Par for the course

Without the battles, *Starlord* is just another buy, sell, upgrade and win game. It's a shame, because it really could have been so much better.

Apart from the battles, there's another vital element missing which could have saved the day had it been included - a plot. *Starlord* has no plot or storyline whatsoever - which is hard to fathom, since Mike Singleton, the man responsible for the classic strategy game *Midwinter*, had a part in programming and designing this game. Most of his games to date have been very strong on character development and interaction. In comparison *Starlord* feels a bit aimless. All the game tells you is you have to go around conquering bases and sticking members of your family on them. Once you've conquered enough bases and climbed the social ladder you become emperor and win but, without any vague hint of a storyline to keep you hooked on the way, I doubt if anyone will have the patience to see it through to the end. **Z**



SCORE

It could have been excellent. Could have been. Damn!

Minimum Memory: 2Mb

Minimum Processor: 386/25MHz

Installation: Essential

Hard Disk Space Required: 7.4 Mb

Graphics Modes Supported: VGA

Soundcards Supported: Ad-Lib, Roland, Sound Blaster

Controls: Mouse, Joystick

Price: £44.99 **Release Date:** Out now

Publisher: MicroProse

Telephone: 0454 326532





Turning Up Trumps

PC ZONE'S UNIQUE GUIDE TO CLASSIC GAMES ON THE PC

You may have had Cars. You may have had Spaceships. You may have had Aeroplanes. You could even have played Chocolate Bar Top Trumps ('My sugar level is 25g per 100 – I win'). But David McCandless bets you've never played PC Game Top Trumps (And never will. Ed.)

THE MOST annoying thing about the current boom in the video games movement is the general view adopted by glossy mags and 'meejah' types that Nintendo and Sega games are the landmarks of computer entertainment. You know the type of thing: 'Video games are,' they spout, 'like, so new and revolutionary yah?' or 'This Sega game is the most incredibly original game ever'. We stare, wide-eyed and incredulous when people turn to us and say: 'StarWing is unbelievable. A wire-framed graphicked space arcade game – it's amazing.' Er, StarGlider? Carrier Command? Star Wars? Elite? Anybody heard of these? Even such recent PC yardsticks like X-Wing get swept under the carpet when a third generation, not-as-playable derivative like StarWing rampages across magazine covers throughout the globe.

Even when *Wolfenstein 3D* gets ported over to the SNES, we get the 'Revolutionary; original as sin' comments, even though we were playing it about 70 years ago and have since moved onto *Doom* (which, incidentally, I'd like to see a SNES do even a bad impression of).

Okay, perhaps this delivery is swimming in a pint too much bile and spleen, but the point is clear: historical context is everything. If you're going to fork out 40-odd quid on a game, you'll want to know if this game is one of the better examples of its genre or just a sad, pale, wrinkly imitation of the best bits of a seminal classic which nobody sells anymore. For instance, if you play *Terminator Rampage* without having seen *Wolfenstein 3D* or *Doom*, you're going to think it's pretty excellent. But a quick glance at either of its contemporaries and you may be a little upset with your purchase.

So here is a witty and accessible way of getting your own back against those false Sega prophets and myopic Nintendo pariahs. Glance at our list of the most seminal PC games ever and learn the historical and socio-political context of today's releases. Constantly referred to in the 'In Perspective' box in our reviews, these games will profoundly affect today's and tomorrow's releases. Or, if you're so inclined, cut out the little cards and play Top Trumps with your favourite pal.

The rules

The game is simple. You deal the cards after shuffling them comprehensively. Share the pack between you and your

trump-chum and you are ready to begin. In turn, each player examines their first card and calls out a statistic. Whatever you do, remember that this is not a card game, nor a game of luck – it is psychological warfare. If you have a crap card, behave as though you have a very good card. If you have a good card, you try to lull your partner into a false sense of security. You call out an attribute of your card and your opponent calls out his. If your one is higher, you win. Of course, you lie continuously:

Player 1: Yeah well right. Number of levels 80. Ha! Beat that.

Player 2: Er... number of levels?

Player 1: Yeah, 80. Come on I win.

Player 2: As in one above 79 levels?

Player 1: Yeah, come on hand it over.

Player 2: My level count is er... 2000.

Player 1: Hey I don't believe you. Which game have you got.

Player 2: Oh dear I've mysteriously dropped and muddled up the whole pack. Damn.

The person who has no cards left loses.

THE RATINGS

HOURS OF PLAY: number of sheer man hours you could milk from this game if it was a Sunday and all your friends had died.

NO. OF LEVELS/SCREENS: number of different locations, missions, or difficulty levels, or whatever.

GRAPHICS: mark out of ten for the revolutionary-ness of the graphics.

GAMEPLAY: mark out of ten for the depth of the gameplay.

ADDICTIVENESS: mark out of ten for the compulsive-factor of said classic.

PC ZONE RATING: the mark we gave it when we reviewed it, or the mark we would have given it had we reviewed it.

SEMINALITY: a rating for the influence this game has had on gamesdom.

INFLUENCED: titles this game has inspired over the years. The more the better.



ALONE IN THE DARK



REMARKABLE for its smooth polygon 'people', pioneering use of camera views to give a filmic feel, and overall scary gothic atmosphere. *Alone In*

The Dark is an unequalled classic arcade adventure. It's hard too.

HOURS OF PLAY	20
NO. OF LEVELS (SIZE)	45 locations
GRAPHICS	9
GAMEPLAY	7
ADDICTIVENESS	7
PC ZONE RATING	90
SEMINALITY	6
INFLUENCED	Alone In The Dark II, Shadow Of The Comet
PRICE	£49.99
PUBLISHER.....	Infogrames

ANOTHER WORLD



FILMIC construction, excellent plot, not unhard arcade sequences and broad stripes of atmosphere mark this rather unsung polygon-based game as a

distant but weird (it's French) classic.

HOURS OF PLAY	20
NO. OF LEVELS (SIZE)	30 sections
GRAPHICS	8
GAMEPLAY	7
ADDICTIVENESS	8
PC ZONE RATING	89
SEMINALITY	5
INFLUENCED	Flashback
PRICE	£14.99
PUBLISHER.....	Delphine/US Gold

CIVILISATION



THE first strategy game to combine hexagonal heritage, God Sim and futuristic scenario. The functional graphics are a bit of a let-down, but the two-player or

versus-computer gameplay, and randomised levels provide almost limitless possibilities.

HOURS OF PLAY	Infinite
NO. OF LEVELS (SIZE)	Infinite
GRAPHICS	3
GAMEPLAY	9
ADDICTIVENESS	9
PC ZONE RATING	92
SEMINALITY	8
INFLUENCED	Megalomania, Powermonger, Utopia etc
PRICE	£39.99
PUBLISHER.....	MicroProse

CHESSMASTER 2100



THE most seminal chess game ever. To wit: annotated boards, context-sensitive help, ability to edit opponents. The whole 64 squares. Makes

Nigel Short play like a turnip. Buy it damn you!

HOURS OF PLAY	Infinite
NO. OF LEVELS (SIZE)	100
GRAPHICS	6
GAMEPLAY	8
ADDICTIVENESS	10
PC ZONE RATING	90
SEMINALITY	8
INFLUENCED	Battle Chess, CM 3000, Kasparov's Gambit
PRICE	£35.99
PUBLISHER	Mindscape

CHUCK YEAGER'S AIR COMBAT



A MUCH unnoticed flight sim, which invented a whole range of precedents for sims. The first to allow set-ups of dogfights, two-player link-up, convex

peripherals, and a Fun Fun Fun combat system. Old Chuck's a bit of a dick, though.

HOURS OF PLAY	Infinite
NO. OF LEVELS (SIZE)	56 missions
GRAPHICS	6
GAMEPLAY	9
ADDICTIVENESS	9
PC ZONE RATING	90
SEMINALITY	8
INFLUENCED	Dogfight
PRICE	£14.99
PUBLISHER.....	Hit Squad/Ocean

DOOM



RECENT but still as seminal as it is incredible. *Doom's* ultra-fast 3D graphics system and unrelenting gameplay has set a new, nigh-on

unbeatable precedent for arcade games. A classic of gargantuan proportions.

HOURS OF PLAY	40
NO. OF LEVELS (SIZE)	27 big levels
GRAPHICS	10
GAMEPLAY	9
ADDICTIVENESS	10
PC ZONE RATING	96
SEMINALITY	10
INFLUENCED	Unique
PRICE	£34.95
PUBLISHER	ID

DUNGEON MASTER



THE grandfather of all RPGs really. Started the flick-screen graphics system but wrapped it up in the best-designed and most challenging

dungeon of all time. No joke. It's six years old and still the best.

HOURS OF PLAY	50
NO. OF LEVELS (SIZE)	14
GRAPHICS	5
GAMEPLAY	7
ADDICTIVENESS	9
PC ZONE RATING	91
SEMINALITY	10
INFLUENCED	Dungeon Hack, EOTB, Lands Of Lore
PRICE	£34.99
PUBLISHER.....	Psygnosis

ELITE PLUS



MUCH sung, much fun. Never known a space trading/combat game like it. Zillions of stars, the Blue Danube, military lasers and a

bit of a docking experience. A nostalgia freak's wet dream.

HOURS OF PLAY	10000
NO. OF LEVELS (SIZE)	500,000 systems
GRAPHICS	5
GAMEPLAY	7
ADDICTIVENESS	8
PC ZONE RATING	81
SEMINALITY	10
INFLUENCED	Elite 2, Privateer, Star Control 2, X-Wing
PRICE	Available on Space Legends compilation £34.99
PUBLISHER	Empire

FALCON 3.0

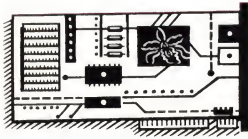


NOT entirely original, but took elements from previous games and improved them ten-fold, namely the speedy adrenalin-based combat system

and the now legendary Padlock view. *Falcon 4.0* should be even better.

HOURS OF PLAY	25
NO. OF LEVELS (SIZE)	30 missions
GRAPHICS	5
GAMEPLAY	7
ADDICTIVENESS	7
PC ZONE RATING	80
SEMINALITY	9
INFLUENCED	AV8B, MIG-29, F15 Strike Eagle III, Tornado
PRICE	£44.99
PUBLISHER	MicroProse/Spectrum Holobyte

TAKE ON THE BEST



Since its launch last year Orchid SoundWave 32 has proved such a hip hit - sending the computer press ecstatically overboard, and blasting its way straight to the top!



- MOTORISED TRAY
- DOUBLE-SPEED DRIVE
- MULTISESSION, PHOTO CD COMPATIBLE
- FRONT PANEL CONTROLS



Utilising DSP technology and wavetable synthesis storing actual digital recordings, our super-sounding award winner is fully SoundBlaster compatible and supports Roland MT-32, General MIDI and Windows Sound System simultaneous sound standards.

Meanwhile little brother **GameWave 32** - with most of SoundWave's features for a little over £100 - has also proved itself the low-cost solution for home entertainment and games!

Now to help you get the most from your system we've brought onboard our double-speed **CDS-3110 CD-ROM Drive**. With a smooth, rapid real-time transfer rate of 300KB per second and front panel controls, for less than £150 it even lets you rave to audio CDs!

What's more, we've teamed SoundWave 32 with the CDS-3110 to create the ultimate MPC Level II-compatible **Multimedia Upgrade Kit**, which we're not the first to admit, at around £300, sounds fantastic: *PC Today* has already named us 'Best multimedia company 1993'!

So if you like the sound of success, forget the rest, call (0256) 817722 now, and take on the best!

FROM THE SUPER-SOUNDING MULTIMEDIA WINNER!



SOUNDWAVE 32
FEBRUARY 1994



SOUNDWAVE 32
BEST SOUND CARD 1994



SOUNDWAVE 32
FEBRUARY 1994



SOUNDWAVE 32
JANUARY 1994



ORCHID (EUROPE) LTD., BASINGSTOKE, UK.
TELEPHONE (0256) 817722 FAX (0256) 64222

© Orchid (Europe) Ltd. 1994. All trademarks recognised.
'200L' © 1994 Gremlin Graphics Software Ltd. Trademarks pending, all rights reserved.
Prices quote typical selling price, exclusive of VAT.

FORMULA ONE GRAND PRIX



TOOK *Indy 500* for a quick spin and came back with arguably the most playable driving sim in the universe.

Two-player link-up, 16 tracks and wall-to-wall

realism. Programmed by Geoff Crammond.

HOURS OF PLAY	100
NO. OF LEVELS (SIZE)	16 tracks
GRAPHICS	9
GAMEPLAY	8
ADDICTIVENESS	8
PC ZONE RATING92
SEMINALITY	5
INFLUENCED	IndyCar Racing
PRICE	£44.99
PUBLISHER	MicroProse

FPS FOOTBALL PRO



IF YOU understand this game, then you need to buy this sim. Design your own plays, two-player option, realism, grunts and graphics – anything else?

HOURS OF PLAY	100
NO. OF LEVELS (SIZE)	Infinite
GRAPHICS	9
GAMEPLAY	8
ADDICTIVENESS	8
PC ZONE RATING90
SEMINALITY	3
INFLUENCED	Best of genre
PRICE	£39.99
PUBLISHER	Sierra/Dynamix

HONG KONG MAH-JONG PRO



DIGITISED Chinese people opponents, loads of variations, thought required and simply the best.

HOURS OF PLAY	Infinite
NO. OF LEVELS (SIZE)	8 opponents
GRAPHICS	9
GAMEPLAY	9
ADDICTIVENESS	9
PC ZONE RATING90
SEMINALITY	6
INFLUENCED	Unique
PRICE	£29.99
PUBLISHER	Electronic Arts

INDY & THE FATE OF ATLANTIS



MULTIPLE characters, excellent story-driven plot, three different playing modes and, above all, very well directed. There's fabulous graphics to

boot. The yardstick for all adventures.

HOURS OF PLAY	30
NO. OF LEVELS (SIZE)	100
GRAPHICS	8
GAMEPLAY	8
ADDICTIVENESS	9
PC ZONE RATING93
SEMINALITY	9
INFLUENCED	Tentacle, Legend Of Kyrandia, Sam And Max
PRICE	£37.99
PUBLISHER	LucasArts/US Gold

INDIANAPOLIS 500



OLD and very limited racing sim which, nevertheless, provided the backbone for *Formula One* and *IndyCar*. The first game with hundreds and

thousands for audiences and the freedom to go the wrong way around the tracks.

HOURS OF PLAY	5
NO. OF LEVELS (SIZE)	1
GRAPHICS	6
GAMEPLAY	7
ADDICTIVENESS	7
PC ZONE RATING85
SEMINALITY	10
INFLUENCED	Days Of Thunder, F1GP, IndyCar
PRICE	£14.99
PUBLISHER	Hit Squad/Ocean

LEMMINGS



HORDES of furry bipeds strolling headlong across treacherous booby-trapped screens with only you and your mouse pointer to save them. Brain-bendingly

tricky and humorous save 'em-up; spawner of a thousand imitations (well, four).

HOURS OF PLAY	100
NO. OF LEVELS (SIZE)	80 levels
GRAPHICS	6
GAMEPLAY	9
ADDICTIVENESS	9
PC ZONE RATING92
SEMINALITY	9
INFLUENCED	Humans, Fury Of The Furries, Troddlers
PRICE	£34.99
PUBLISHER	Psygnosis

LINKS 386 PRO

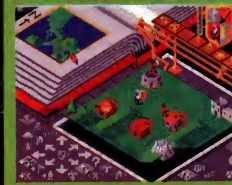


THE first golf game to go for realism in a big way. You get a digitised player with scaled and digitised backdrops, and more satanic add-on golf

courses than you can swing a nine-iron at. Corny description, great game.

HOURS OF PLAY	Infinite
NO. OF LEVELS (SIZE)	17
GRAPHICS	8
GAMEPLAY	7
ADDICTIVENESS	7
PC ZONE RATING90
SEMINALITY	5
INFLUENCED	David Leadbetter's Golf, Jack Nicklaus
PRICE	£45.99
PUBLISHER	Access/US Gold

POPULOUS



WHAT can you say eh? The most influential God Sim of all time. Sent Bullfrog into the big time and caused rashes of computer widows all over the

country. Quite unbelievably absorbing.

HOURS OF PLAY	50
NO. OF LEVELS (SIZE)	1000 islands
GRAPHICS	7
GAMEPLAY	8
ADDICTIVENESS	9
PC ZONE RATING90
SEMINALITY	9
INFLUENCED	Civilisation, Populous 2, Powermonger, Utopia
PRICE	£14.99
PUBLISHER	Hit Squad/Ocean

PRINCE OF PERSIA



THE first game to digitise an actor and force him into sprite form for fluid animation. Tack on a few puzzle-orientated levels, tricky leaps and

'skellingtons', and you've got the classic mould for the classic platformer.

HOURS OF PLAY	20
NO. OF LEVELS (SIZE)	12 big levels
GRAPHICS	8
GAMEPLAY	9
ADDICTIVENESS	9
PC ZONE RATING90
SEMINALITY	8
INFLUENCED	Flashback
PRICE	£12.99
PUBLISHER	Hit Squad/Ocean

	TDK/VERBATIM (BOXED IN TENS)		PRECISION (BOXED IN TENS)		UNBRANDED (LOOSE)	
	LOW	HIGH	LOW	HIGH	LOW	HIGH
10	7.99	9.99	6.49	7.99	5.99	6.99
20	14.50	19.50	11.99	15.50	10.99	13.50
50	35.00	47.50	26.00	37.50	23.99	32.50
100	65.00	95.00	49.99	72.99	44.99	62.99
200	185.00	190.00	94.99	141.99	83.99	121.99
500	300.00	470.00	219.99	359.99	199.99	287.50
1000	580.00	930.00	419.99	680.00	369.99	550.00

HOME GROWN PUBLICATIONS LTD, PO BOX 193, HAYES, MIDDX, UB4 0RJ
08912 CALLS COST 36p CHEAP. 48p PEAK

RED BARON



THE venerable old codger of the flight sim world still packs a punch. Not the first WW1 sim, but certainly the most playable. Has the clever second

button pseudo-padlock view, and full VCR functions with punch-in-at-any point ability.

HOURS OF PLAY50
NO. OF LEVELS (SIZE)80
GRAPHICS7
GAMEPLAY8
ADDICTIVENESS9
PC ZONE RATING88
SEMINALITY7
INFLUENCEDAces Over Europe, SWOTL
PRICE£39.99
PUBLISHERDynamix

SECRET OF MONKEY ISLAND



THE first (and some might say, last) funny adventure. Triggered a whole range of imitations – none really equalling its wit, puzzles, excellent

cartoony graphics and unrivalled use of the now proprietary SCUMM system.

HOURS OF PLAY30
NO. OF LEVELS (SIZE)75
GRAPHICS7
GAMEPLAY8
ADDICTIVENESS9
PC ZONE RATING92
SEMINALITY9
INFLUENCEDEvery other graphic adventure
PRICE£16.99
PUBLISHERKixx XL

SENSIBLE SOCCER

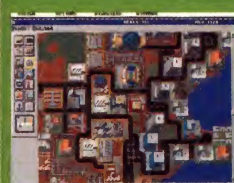


NOT as hot poop as its version for other computers, but still, you can't beat a bit of two-player *Sens1*. No offside or complexity. Just a huge league

system and gameplay galore. Totally addictive.

HOURS OF PLAYInfinite
NO. OF LEVELS (SIZE)64
GRAPHICS7
GAMEPLAY7
ADDICTIVENESS8
PC ZONE RATING80
SEMINALITY9
INFLUENCEDUnbeaten
PRICE£32.99
PUBLISHERRenegade

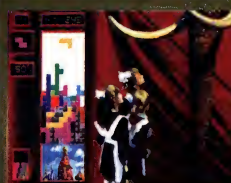
SIM CITY



CAME out alongside *Populous* and never looked back. The premise: build cities and keep them going. The result: a very sore mouse hand.

HOURS OF PLAYInfinite
NO. OF LEVELS (SIZE)8
GRAPHICS7
GAMEPLAY9
ADDICTIVENESS9
PC ZONE RATING91
SEMINALITY10
INFLUENCEDCivilisation, Railroad Tycoon, Sim Ant, Sim Life
PRICE£39.99
PUBLISHERMaxis/Mindscape

SUPER TETRIS



IF YOU haven't played *Tetris* then you haven't lived. As geometric blocks pour remorselessly down the screen, you must flip, move and

tessellate them in rows to survive. Difficult and wonderfully addictive.

HOURS OF PLAY40
NO. OF LEVELS (SIZE)Infinite
GRAPHICS3
GAMEPLAY7
ADDICTIVENESS10
PC ZONE RATING91
SEMINALITY9
INFLUENCEDClix, Columns, Blox, Klax, Welltris,
PRICENo longer available
PUBLISHERSpectrum Holobyte

ULTIMA UNDERWORLD



THE first game to use texture-mapping and create a 'real world' feel with architecturally designed dungeons. Caverns, hallways, staircases,

pits and high-domed ceilings – the whole nine atmospheric yards. It still hasn't been beaten.

HOURS OF PLAY35
NO. OF LEVELS (SIZE)9 big dungeons
GRAPHICS8
GAMEPLAY8
ADDICTIVENESS10
PC ZONE RATING91
SEMINALITY9
INFLUENCEDLegends Of Valour, Shadowcaster, Wizard
PRICE£39.99
PUBLISHERElectronic Arts/Origin

WACKY FUNSTERS



OH DEAR. Oh dear. It's the 'Chump Trump'. The worst game of all time. It defies description. It's terrible.

HOURS OF PLAY0
NO. OF LEVELS (SIZE)Irrelevant
GRAPHICS3
GAMEPLAY2
ADDICTIVENESS1
PC ZONE RATING35
SEMINALITY0
INFLUENCEDYour dustbin men
PRICE£19.99
PUBLISHERAccolade

WOLFENSTEIN 3D



ONE of the first instances of texture-mapping and real-time sprite scrolling, this 3D combat game sent jaws dropping all over the world. Banned in

Australia for its ultra-violence, and emulated all over the globe, it's an utter classic.

HOURS OF PLAY40
NO. OF LEVELS (SIZE)60 levels
GRAPHICS7
GAMEPLAY8
ADDICTIVENESS8
PC ZONE RATING92
SEMINALITY10
INFLUENCEDAll other 3D combat games
PRICE£19.99
PUBLISHERSoftware Toolworks

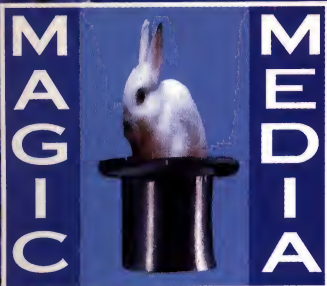
X-WING



STUNNINGLY smooth recreation of the *X-Wing* universe (Death Star and all). Cinematic cut scenes. Intensive thinking man's space combat. Quite the most

excellent flight sim of all time. Nothing (i.e. *Privateer*) comes close.

HOURS OF PLAY30
NO. OF LEVELS (SIZE)40 missions
GRAPHICS8
GAMEPLAY8
ADDICTIVENESS8
PC ZONE RATING88
SEMINALITY6
INFLUENCEDUnique
PRICE£45.99
PUBLISHERUS Gold



THE Multimedia SPECIALISTS

081 343 9933



ROMBO VIDI PC 24 CAPTURE CARD £178.00

HIGH QUALITY 24 BIT VIDEO DIGITIZING
UP TO 16.7 MILLION COLOURS & 256
GREYSCALES
IMAGES CAN BE GRABBED FROM MOVING
PAL/COMPOSITE/VIDEO INPUTS
CAPTURE TIME OF LESS THAN 1 SECOND
FREE PHOTOFINISH EDITING SOFTWARE



ROMBO MEDIA-PRO PLUS MOTION CAPTURE CARD £223.00

FULL MOTION DISPLAY OF
TV/VIDEO/SOUND FOR WINDOWS
CAPTURE AND EDIT REALTIME VIDEO IN
24 BIT COLOUR
UP TO 2 MILLION COLOURS DISPLAYED
INPUT FROM PAL/NTSC/COMPOSITE/VIDEO SOURCES
FREE PHOTOFINISH EDITING SOFTWARE
FULLY COMPATIBLE WITH MS VIDEO FOR
WINDOWS

ROMBO VISION PACK £294.00

MEDIA PRO PLUS CARD
WITH TV TUNER MODULE

PC TO TV/VIDEO OUTPUT MODULE

PLUG IN LIGHTWEIGHT MODULE
USES EXISTING VGA/VIDEO OUTPUT
DISPLAY ON TV OR VIDEO
UP TO 1024 x 768 16.7 MILLION COLOURS
IDEAL FOR PRESENTATIONS AND TRAINING
STANDARD VERSION £96.00
PROFESSIONAL VERSION £236.00



AUTHORISED DEALER

MULTIGEN GENLOCK ADAPTOR £272.00

USES EXISTING VGA/VIDEO OUTPUT
MIX COMPUTER AND VIDEO IMAGES
WIPE AND FADE FACILITIES
FLICKER REDUCTION FILTER
IDEAL FOR VIDEO TITLING

INTEL SMART VIDEO RECORDER £362.00

RECORD AND
COMPRESS VIDEO
AT UP TO 30
FRAMES PER
SECOND USES
ON-BOARD I-750
PROCESSOR FOR
REAL TIME COMPRESSION
TAKES JUST 9MB FOR 1 MINUTE OF VIDEO
FREE MS VIDEO FOR WINDOWS INCLUDED



PRO MOVIE STUDIO £242.00

REAL TIME COMPRESSION AT UP TO 30
FRAMES PER SECOND
INC PRODUCTION STUDIO SOFTWARE
IDEAL FOR CAMCORDER VIDEO EDITING

CAPTIVATOR £204.00

FULL MOTION VIDEO BOARD
FLEXIBLE, TRUE COLOUR IMAGES
SMOOTH FULL SPEED MOVIE PLAYBACK

REELMAGIC MPEG FMV PLAYBACK CARD £318.00

MPEG TECHNOLOGY TO DELIVER FULL
SCREEN 32,000 COLOUR VIDEO
WATCH MOVIES ON YOUR PC SCREEN
DIGITAL VIDEO COMPATIBILITY WITH 50
FILMS BEING RELEASED IN '94
FREE GAMES SUPPLIED ON CD-ROM



GRAVIS ULTRASOUND 3D V.3.4

CD QUALITY SOUND
WITH 32 DIGITAL
VOICES
256K ON BOARD
MEMORY
UPGRADABLE TO 1MB
GAME AND MIDI PORT
POWER CHORDS AND MIDI SOFTWARE
IDEAL FOR MUSICAL COMPOSITION

STANDARD CARD £118.00
MEMORY UPGRADE (TO 1MB) £32.00
SCSI CD INTERFACE £44.00
MIDI ADAPTOR BOX £33.00

SOUNDVISION SOUND GOLD 16

SOUNDBLASTER, SB PRO, ADLIB, MSWSS
2.0 COMPATIBLE
16 BIT STEREO PLAYBACK 5KHZ TO 48KHZ
16 BIT STEREO RECORD
MIDI INTERFACE - MPU-401
3 CD ROM INTERFACES - PANASONIC SONY
& MITSUMI
4 WATT PER CHANNEL
POCKET TOOLS SOFTWARE
OPL3, 20 VOICE SYNTHESIZER
ADPCM & ESPCM COMPRESSION
ON BOARD DIGITAL MIXING
OPL4 AVAILABLE UPGRADE

INTERNAL £84.00



AUTHORISED DEALER

MULTIMEDIA ACCESSORIES

DISK CADDY £4.00
KODAK PHOTO CD SOFTWARE £14.00
SOUNDBLASTER DEVELOPERS KIT £47.00
MIDI ADAPTOR KIT £21.00
JOYSTICK SPLITTER CABLE £9.00
MICROPHONE £9.00
HEADPHONES £8.00
CD LIBRARY CASE £5.00

JOYSTICKS

GRAVIS ANALOGUE PRO £31.00
GRAVIS ANALOGUE £26.00
CH FLIGHTSTICK £30.00
CH MACH 2 £22.00
G-FORCE YOKE £35.00
LOGIPAD EXTRA £18.00
QUICKSHOT WARRIOR 5 £12.00
XT/AT GAME CARD £12.00

THE
MAGIC MEDIA PROMISE
WE WILL BEAT ANY
ADVERTISED PRICE!!
SUBJECT TO STOCK



CS-150 WITH POWER BOOST £17.00

CS-550 WITH 4W POWER BOOST £21.00

CS-800 WITH 3 BAND EQUALIZER £48.00

CS-1000 UNDER MONITOR UNIT £58.00

ZIFI VERSION 2 £29.00

ZIFI PROFESSIONAL £48.00

PINE AMPLIFIED WITH BASS £11.00

SCREENBEAT INC MONITOR BRACKETS £19.00



PANASONIC CR-562B

THE BEST SELLING CD-ROM DRIVE
320MS ACCESS TIME
300KB PER SECOND TRANSFER RATE
MULTISESSION AND TWINSPEED
MPC II COMPLIANT
DIRECT CONNECTION TO SOUNDBLASTER
RANGE
INCLUDES DRIVER SOFTWARE AND CABLES

INTERNAL £142.00
EXTERNAL £189.00
INTERACE KIT £19.00

TOSHIBA 3401B/S

THIS DRIVE COMPLIES TO EVERY
STANDARD
200MS ACCESS TIME
330KB PER SECOND TRANSFER RATE
MULTISESSION AND TWINSPEED

INTERNAL £278.00
EXTERNAL £370.00
ISA SCSI CARD £47.00
MCA SCSI CARD £94.00

TOSHIBA 4101 ALSO AVAILABLE -
CALL FOR PRICES



MITSUMI FX-001D £151.00

THE ORIGINAL DRIVE JUST GOT BETTER
250MS ACCESS TIME
300KB PER SECOND TRANSFER RATE
MULTISESSION AND TWINSPEED
INCLUDES 16-BIT INTERFACE CARD
MOTORISED TRAY

PIONEER DRM-602X £498.00

NEW TWINSPEED DRIVE
6 DISC JUKEBOX STYLE AUTOCHANGER

PIONEER QUAD DRM-604X £948.00

QUADSPEED TOWER DRIVE
6 DISC JUKEBOX STYLE AUTOCHANGER
DISC CHANGE TIME OF LESS THAN 5 SECS
610KB PER SECOND TRANSFER



DOUBLE DOOZY £12.99
20 PSYCHOTIC ANIMATED SCREENS
25 TASTEFUL WALLPAPERS
50 KOOKY ICONS

DINOMANIA £12.99
6 ANIMATED JURASSIC SCREENS
10 FABULOUS WALLPAPERS
25 INCREDIBLE DINO ICONS



MEDIAVISION PORTABLE PC AUDIOPORT £132.00
BRING THE POWER OF SOUND TO YOUR PORTABLE PC - USE ON ANY STANDARD PARALLEL PORT - COMPACT, TO FIT IN YOUR SHIRT POCKET - DIGITAL AUDIO PLAYBACK AND RECORD - BUILT IN SPEAKER - MICROPHONE INPUT AND AUDIO OUTPUT WITH VOLUME CONTROL - ADLIB AND SOUNDBLASTER COMPATIBLE

MEDIAVISION PRO SONIC 16 BASIC £78.00
16-BIT QUALITY AT THE PRICE OF A 8-BIT CARD - STEREO DIGITAL AUDIO RECORDING AND PLAYBACK - ON-BOARD FM SYNTHESIZER - GAME AND MIDI PORT - FULLY SOUNDBLASTER PRO COMPATIBLE - PANASONIC CD-ROM INTERFACE

MEDIAVISION PRO AUDIOSPECTRUM 16 £98.00
THE WORLD'S BEST SELLING 16-BIT SOUND CARD - TRUE 16-BIT 44.1KHZ STEREO CAPABILITY - GAME AND MIDI PORT - FULLY AD-LIB AND SOUNDBLASTER COMPATIBLE - MPC AND WINDOWS 3.1 SUPPORT

MEDIAVISION PRO AUDIOSTUDIO 16 £134.00
BASED ON THE AUDIOSPECTRUM 16 CARD - BUILT IN SCSI CD-ROM INTERFACE - SELECTABLE INPUT GAIN FOR VERSATILE RECORDING - EXECUVOICE VOICE RECOGNITION SOFTWARE - COMPUTER MOUNTED MICROPHONE FOR VOICE CONTROL

CREATIVE

SOUNDBLASTER V.2 DELUXE £44.00

SOUNDBLASTER PRO BASIC £63.00

SOUNDBLASTER PRO DELUXE £79.00

SOUNDBLASTER 16 BASIC £118.00



SOUNDBLASTER 16 MULTI CD ADSP £167.00

SOUNDBLASTER 16 SCSI-2 BASIC £174.00

SOUNDBLASTER 16 SCSI-2 ADSP £183.00

VIDEO BLASTER SE £214.00

VIDEO SPIGOT £212.00

WAVE BLASTER £138.00

CD16 UPGRADE KITS £424.00



OMNI CD £248.00

MIDI BLASTER £158.00

ADSP CHIP UPGRADE £46.00

FREE SPEAKERS WITH ALL SOUND CARDS



ORCHID SOUND PRODUCER £42.00

ORCHID SOUND PRODUCER PRO £78.00

ORCHID GAMEWAVE 32 £124.00

ORCHID SOUNDWAVE 32 £154.00

ORCHID CDS-3110 CD-ROM DRIVE £162.00

ORCHID SCSI CHIP UPGRADE £22.00

ORCHID VIDIOLA CAPTURE CARD £284.00

TECHNICAL SALES
081 343 9933
(25 LINES)

TECHNICAL SUPPORT
081 446 3966

CUSTOMER SERVICE
081 446 2508

FAX LINE
081 446 4313

NEC CD-ROM RANGE

FROM DOUBLE TO QUAD SPEED, THE NEW NEC RANGE IS FAST SETTING THE STANDARDS.

MULTISPIN 2Xi £149.00
INTERNAL MODEL
320MS ACCESS TIME
MULTISESSION AND TWIN SPEED
AUTO LENS CLEANING

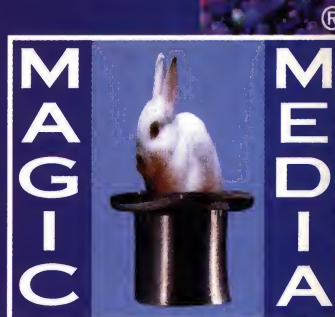
TRIPLE 3Xi £290.00
INTERNAL MODEL
TRIPLE SPEED
195MS ACCESS TIME
MPC I AND II COMPLIANT

TRIPLE 3Xe £358.00
EXTERNAL MODEL
TRIPLE SPEED
195MS ACCESS TIME
MPC I AND II COMPLIANT

MULTISPIN 3Xp £298.00
PORTABLE VERSION OF 3XE
250MS ACCESS TIME
450KB PER SECOND TRANSFER
FULL FUNCTION CONTROL

MULTISPIN 4X PRO £629.00
AMAZING EXTERNAL QUAD SPEED DRIVE
180MS ACCESS TIME
600KB PER SECOND TRANSFER
256KB CACHE MEMORY
AUTO LENS CLEANING

NEC
AUTHORISED DEALER



THE
Multimedia
SPECIALISTS

081 343 9933

OPEN 6 DAYS A WEEK

Mon-Fri 8am - 7pm
Saturday 10am - 2pm

PERSONAL CALLERS WELCOME

Student Discounts Available
If you're an education authority, government establishment or quoted PLC

Just Fax or send your order





THE Multimedia SPECIALISTS

081 343 9933



386/486 MEMORY KITS

MEMORY MATCHED KITS
SUPPLIED WITH FITTING
INSTRUCTIONS & ANT-STATIC
WRIST STRAP

ACER 1120SX, 1200
AMSTRAD 1386, 2386, 3386, 7386, 7486
COMPAQ PROLINEA
COMPUADD 386, 486
DAN TECHNOLOGY 386, 486
DELL 300, 310, 316SX, 320
DEC PC333, 433
ELONEX 386, 486, SX/16/M/V/B
EVEREX 386, 486
GATEWAY 386, 4SX, 33, 4DX, 33/66/V/P
GOLDSTAR 312, 322, 486
IBM AMBRA
ICL 50, 55
MITAC DESKTOP 386, 486
MJN 386, 486
OLIVETTI PCS386, M300, M380, M400-10/40/60, M480-10/20
OLYMPIC 386, 486
PACKARD BELL 316, 386, 416, 486
REEVES 386, 486
TANDON SL386, PAC, 386N, 386SX, 486
VIGLEN GENIE SX20, 31S, 1125/33
VIGLEN 4SX25, 4DX33, 4DX50, 4DX2-50/66
WYSE 386/16S, PW386/8/20/25

2MB KIT £66.00
4MB KIT £130.00

8MB & 16MB KITS PLEASE
CALL

286 MEMORY KITS

MEMORY MATCHED KITS
SUPPLIED WITH FITTING
INSTRUCTIONS & ANT-STATIC
WRIST STRAP

ACER 100LX, 113
AMSTRAD 1286, 2286, 3286, 5286
COMMODORE PC40, PC50
DELL 200, 210, 220
ELONEX 286M, 286C
EVEREX 286
ICL 30, 40, 50
OLIVETTI PCS286, M250, M290
PACKARD BELL LEGEND 200
TANDON SL286, PAC, 286N
TIKO 286
VIGLEN GENIE II, ELITE

2MB KIT £84.00
4MB KIT £162.00

8MB & 16MB KITS PLEASE
CALL

LASER PRINTER MEMORY

APPLE LASERWRITER II/NTX
1MB £84.00
4MB £164.00
BROTHER HL4/HL4V
1MB £78.00
2MB £116.00
4MB £180.00
BROTHER HL8/E/V/HL10
1MB £85.00
2MB £126.00
CANON LBP4/4+/LITE/SX
1MB £85.00
2MB £124.00
CANON LBP8II/RT
1MB £78.00
2MB £112.00
4MB £157.00
EPSON (FULL RANGE PLEASE CALL)
HP LASERJET II/III
2MB £90.00
4MB £161.00
HP LASERJET III/III/III/III
2MB £89.00
4MB £155.00
HP LASERJET III/SI/IV
1MB £66.00
2MB £97.00
4MB £141.00
IBM 4019/E
2MB £89.00
3.5MB £133.00

IBM 4029/E
2MB £79.00
4MB £164.00
IBM 4039/4079
4MB £214.00
8MB £396.00
KYOCERA F800
1MB £89.00
2MB £136.00
KYOCERA F1000
1MB £121.00
KYOCERA F1200S/2200/3000/3300/5000
1MB £89.00
2MB £121.00
MANNESMAN TALLY MT905/904
2MB £125.00
4MB £194.00
OKI LASER
400E/400EX/410EX
1MB £116.00
OKI LASER 400
1MB £67.00
2MB £87.00
OKI LASER 800/820/840
2MB £114.00
OKI LASER 830/840
2MB £126.00
PANASONIC 4420/4450
1MB £56.00
2MB £86.00
PANASONIC 4430
1MB £98.00
SHARP JX-9500/PS
1MB £67.00
2MB £148.00
4MB £226.00
STAR LP4/LP8
1MB £104.00
2MB £131.00

SIMMS

1M X 9 £34.00
4M X 9 £123.00

SIPPS

1M X 9 £44.00
4M X 9 £158.00

DRAMS

256 X 1 £2.50
256 X 4 £4.60
1M X 1 £4.80
1M X 4 £16.20

PCMCIA

SUITABLE FOR AMSTAD
NCT100/HP 95LXIPOQUES
PCISHARP/IMITAC
128K CARD £26.00
256K CARD £55.00
512K CARD £86.00
1MB CARD £126.00
2MB CARD £189.00

MEMORY EXPANSION BOARDS

KINGSTON ATA BOARDS. FOR
PC'S WITH NON-UPGRADABLE
MOTHER BOARDS. ALL
BOARDS CAN BE POPULATED
UP TO 16MB.

WITH 2MB INSTALLED £130.00
WITH 4MB INSTALLED £190.00
WITH 8MB INSTALLED £320.00

PORTABLE MEMORY

AMSTRAD ANB 386SX
4MB £199.00
COMMODORE LT286/386
EVEREX TEMPO
SANYO NB17/18
2MB £88.00
4MB £174.00
PANASONIC CF170/270/370
1MB £79.00
LIBREX V386SX
4MB £224.00
IBM P75/S6SX/S6LS/
S6SLC/S7SX
2MB £97.00
4MB £153.00
8MB £289.00
IBM THINKPAD
350/700/710/720/750
2MB £134.00
8MB £389.00



Kingston
TECHNOLOGY CORPORATION

IBM MEMORY

PS/1 286/386/PRO
2MB £87.00
4MB £159.00
PS/2 25-286/30-286
2MB £125.00
4MB £241.00
PS/2 35/40/56/57
2MB £93.00
4MB £162.00
8MB £318.00
PS/2 50/50Z/55/60/65/70
2MB £79.00
4MB £146.00
8MB £318.00
PS/2 80/90/95
2MB £93.00
4MB £162.00
8MB £318.00
VALUEPOINT 6381/6382/6384
4MB £155.00
8MB £294.00

ADAPTOR BOARDS FOR PS/2
SYSTEMS WITH NON-
UPGRADABLE
MOTHERBOARDS

PS/2 50/50Z/60/70/80
16MB BOARD WITH 2MB
POPULATED £232.00
16MB BOARD WITH 4MB
POPULATED £292.00
16MB BOARD WITH 8MB
POPULATED £422.00

DELL MEMORY

325/D/P/333/D/P
4MB £139.00
8MB £278.00
16MB £467.00
486D/P/420/425/433/450/
466/S/M/LTE/SE
2MB £84.00
4MB £139.00
8MB £264.00
16MB £498.00
320N/212N
2MB £134.00
NL20/NL25
2MB £108.00
320SLI
512K £84.00
1MB £146.00

TOSHIBA MEMORY

T1000/E/XE/LE
T1200XE
T1600/T5100
T1800/T1850/C
T2000SX/E/T2200SX/E
2MB £89.00
4MB £163.00
8MB £294.00
T3100/E/SX
2MB £95.00
4MB £165.00
T3200SX/C
2MB £94.00
4MB £173.00
8MB £344.00
T3200
3MB £166.00
T4400/T6400/DX/C
2MB £84.00
4MB £178.00
8MB £324.00
T4500/T4600/T3400CT
T4700CT/T1950CT
8MB £389.00
T5200/C/T8500
2MB £89.00
8MB £369.00
12MB £454.00

ZENITH MEMORY

Z386/20/25/33/33E
1MB £46.00

2MB £67.00
4MB £136.00
SUPERSPORT 286/286E
1MB £64.00
2MB £97.00
MASTERSPORT 386SX/SL
2MB £94.00
4MB £189.00
TURBOSPORT 286E/386E
1MB £128.00
2MB £179.00
Z-NOTE 320/325
1MB £108.00
2MB £394.00

COMPAQ MEMORY

286N/386N/386S20/325I/3/
33/4251S
2MB £79.00
4MB £139.00
8MB £244.00
38616/20/25/E/S
1MB MODULE £94.00
4MB MODULE £198.00
1MB BOARD £114.00
4MB BOARD £248.00
SYSTEMPRO 486/
DESKPRO 486
2MB MODULE £89.00
4MB MODULE £167.00
8MB MODULE £286.00
64MB BOARD WITH 2MB
£182.00
64MB BOARD WITH 4MB
£288.00
64MB BOARD WITH 8MB
£434.00

PROLINEA
4/255/4/33/4/50/4/66
2MB £79.00
4MB £139.00
8MB £244.00
CONCERTO 4/25/4/33
8MB £428.00
16MB £1164.00
CONTURA 3/20/3/25/3/25C
2MB £77.00
4MB £154.00
8MB £286.00
SLT 286
1MB £94.00
4MB £224.00
SLT 386S/20
1MB £74.00
2MB £118.00
4MB £172.00
LTE 386S/20/LITE
1MB £77.00
2MB £89.00
4MB £184.00
8MB £336.00

MATHS CO-PROCESSORS

INCREASE THE SPEED OF YOUR
MATHS INTENSIVE
APPLICATIONS.

80287-XL (12MHZ) £36.00
80387-16SX (16MHZ) £39.00
80387-20SX (20MHZ) £42.00
80387-25SX (25MHZ) £42.00
80387-33SX (33MHZ) £48.00
80387-16DX (16MHZ) £48.00
80387-20DX (20MHZ) £51.00
80387-25DX (25MHZ) £52.00
80387-33DX (33MHZ) £52.00
80387-40DX (40MHZ) £54.00

CALL IF YOUR UPGRADE IS NOT LISTED

WE ALSO SUPPLY
MEMORY FOR:
AMSTRAD • APPLE •
AST • AT & T •
COMMODORE •
DEC • GOLDSTAR •
KAMCO • MIN •
MULTIPLEX • NCR •
NEC • H/P • OPUS •
PANASONIC •
TANDY • TI •
UNISYS • VALE •
WYSE • VIRGIN

CALL TO CONFIRM PRICING
DUE TO THE EXCHANGE RATE
FLUCTUATION AND WORLD-
WIDE SHORTAGES

CD-ROM TITLES

ENTERTAINMENT

7TH GUEST	£35
B17 SILENT SERVICE	£29
BENEATH THE STEEL SKY	£29
BATTLECHESS MPC	£22
BLUE FORCE	£29
CARMEN SANDIEGO	£28
CHESSMASTER 3000	£22
CHESSMANIAC	£29
CONSPIRACY	£31
DAY OF TENTACLE	£28
DRACULA UNLEASHED	£25
DUNE	£29
EYE OF BEHOLDER	£29
GABRIEL KNIGHT	£29
GOBLINS 3	£34
GOLDEN SEVEN	£34
INDIANA JONES IV	£28
INCA II	£29
IRON HELIX	£28
JUTLAND	£33
JURASSIC PARK	£24
JOURNEYMAN PROJECT	£31
KINGS QUEST VI	£25
LANDS OF LORE	£31
LAWNMOWER MAN	£29
LAURA BOW II	£29
LOOM	£22
MADDOG MCREE	£27
MECHWARRIOR	£29
MICROCOSM	£33
NAVAL STRIKE FIGHTER	£30
QUANTAM GATE	£31
REBEL ASSAULT	£31
RETURN TO ZORK	£27
SECRET WEAPONS	£24
SHADOW OF THE COMET	£28
SHERLOCK I	£18
SHERLOCK II	£31
SHERLOCK III	£36
SPACE ADVENTURE	£30
SPACE QUEST IV	£22
STARTREK 25TH	£28
STELLAR 7	£22
STRIKE COMMANDER	£26
TORNADO	£31
T.F.X.	£29
WACKY FUNSTERS	£18
WILLY BEAMISH	£25

REFERENCE

ANIMALS IN MOTION	£15
ART GALLERY (MICROSOFT)	£33
CIA FACTBOOK	£20
COLOSSAL COOKBOOK	£14
COMPOSER QUEST	£19
DESERT STORM	£28
FAMILY DOCTOR	£19
GREATEST BOOKS	£27
MOVIE MADNESS	£28
VIDEO GUIDE 1993	£19

MUSIC

COMPOSER QUEST	£14
JAZZ MULTIMEDIA TOUR	£41
MS BEETHOVEN	£35
MS MOZART	£35
MS STRAVINSKY	£35
MS INSTRUMENTS	£36
EA MOZART	£24
SOUND WAVE	£12
SOUND EXPLORER	£19

EDUCATION

AMANDA STORIES	£34
ANIMALS MPC	£29
ARTHUR TEACHES	£29
CREAPY CRAWLIES	£38
CREATIVE KIDS RANGE	£21
DINOSAUR ADV.	£28
ELECTRICITY	£35
J.F.K. ASSINATION	£32
MAMMALS	£79
MAVIS BEACON	£24
OCEAN LIFE	£22
PUTT PUTT	£29
SPELLBOUND	£34

ENCYCLOPEDIAS

AMERICAN HERIT.	£48
ANIMAL ENCY	£39
COMPTONS INTERACTIVE	£99
DICTIONARIES	£14
DINOSAURS ENCY	£42
GUINNESS RECORDS	£34
HUTCHINSONS	£68
MS ENCARTA 1994	£74
MS BOOKSHELF	£49
MULTIMEDIA ENCY	£219
MCILLAN DICT	£28
SOUND ENCY	£12

LANGUAGES

BERLITZ FRENCH	£86
BERLITZ GERMAN	£86
BERLITZ ITALIAN	£86
BERLITZ SPANISH	£86
GAMES IN FRENCH	£20
GAMES IN GERMAN	£20
GAMES IN ENGLISH	£20

GEOGRAPHY

GLOBAL EXPLORER	£72
GREAT CITIES II	£30
GREAT CITIES III	£38
LONDON	£29
MAJESTIC PLACES	£24
WORLD ATLAS V.4	£23
WORLD FACTBOOK	£14
WORLD TRAVELLER	£14
WORLD VIEW	£24
WORLD VISTA	£39

SCIENCE

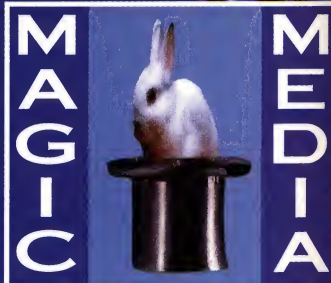
AMAZING UNIVERSE	£39
CREEPY CRAWLIES	£38
LIVING WORLD	£79
OCEAN LIFE I	£22
OCEAN LIFE II	£22
DEEP VOYAGE	£22
DINOSAURS	£42
FOREVER GROWING	£28
FAMILY DOCTOR	£19
HAM RADIO	£14
SPACE HISTORY	£24
SPACE ADVENTURE	£29
TROPICAL FORESTS	£22
VIEW FROM EARTH	£39
VITAL SIGNS	£44

ART & DTP

ART GALLERY (MICROSOFT)	£33
BUSINESS BACKGROUNDS	£22
CLIPART GOLIATH	£10
CLIPART WHAREHOUSE	£10
FONT FUN	£24
FONTMASTER	£22
GIFS GALORE	£17
JETS AND PROPS	£24
LIBRARY CLIPART	£29
MANY TYPEFONTS	£10
PUBLISH IT!	£68
RENAISSANCE I or II	£33
WILD PLACES	£24
WOMEN OF VENUS	£19

SHAREWARE

ANIMATION FESTIVAL 1994	£19
BIBLES & RELIGIONS	£10
BRAIN DRAIN	£10
CICA WINDOWS	£10
CLIP ART	£10
COLOSSAL COOK	£10
DEATHSTAR ARCADE	£10
FUTURA	£13
GAMES COLLECTION 1993	£13
GAME PACK II	£18
GIF IT	£10
GOLD COLLECTION 1993	£13
HAM RADIO	£10
JUST GAMES	£12
MEGA CD	£12
PIXEL PERFECT	£12
PREMIER SHARE	£10
SELECTWARE	£10
SOUND LIBRARY	£14
SOUND SENSATIONS	£10
SHAREWARE EXTRA	£49
SHAREWARE OVER	£10
SUPER CD	£10
TECHNO TOOLS	£10
VGA SPECTRUM	£19
WINDOWS COLLECTION 1993	£13
WALKTHROUGHS/FLYBYS	£24



THE
Multimedia
SPECIALISTS

081 343 9933



WHY MAGIC MEDIA ?

•BUY WITH CONFIDENCE.
RELIABLE LEADING BRAND
PRODUCTS TO GUARANTEE
QUALITY AND LONG TERM
SUPPORT

•EXPERIENCED STAFF.
FOR FRIENDLY ADVICE ON
ALL YOUR MULTIMEDIA
REQUIREMENTS

•FREE TECHNICAL
SUPPORT.
FULLY TRAINED TECHNICAL
DEPARTMENT TO ASSIST
YOU WITH YOUR QUERIES

•FAST RELIABLE
SERVICE.
GOODS DELIVERED
DOOR-TO-DOOR
OVER 96% OF ORDERS
DISPATCHED THE SAME DAY

Delivery Charges:

UK Mainland next day

£5.00 + V.A.T

UK Mainland (3 to 5 days)

£3.50 + V.A.T

Europe 5 day service

£7.00 + V.A.T

FREE DELIVERY

ON ORDERS OVER £150.00 + V.A.T.

(U.K. Mainland Only 3 to 5 day service)

Order Direct To: **Magic Media, Brent House, 24-26 Friern Park,
North Finchley, London N12 9DA**

DESCRIPTION	QTY	PRICE
		£
		£
		£
Add P&P + VAT at 17.5%		£
TOTAL		£

I enclose a cheque for £ made payable
to Magic Media or Please debit my Mastercard/Visa/Switch/Delta

Number Expires
Name Company
Address

Postcode
Telephone No Fax No

**BS 5750
APPLIED FOR**

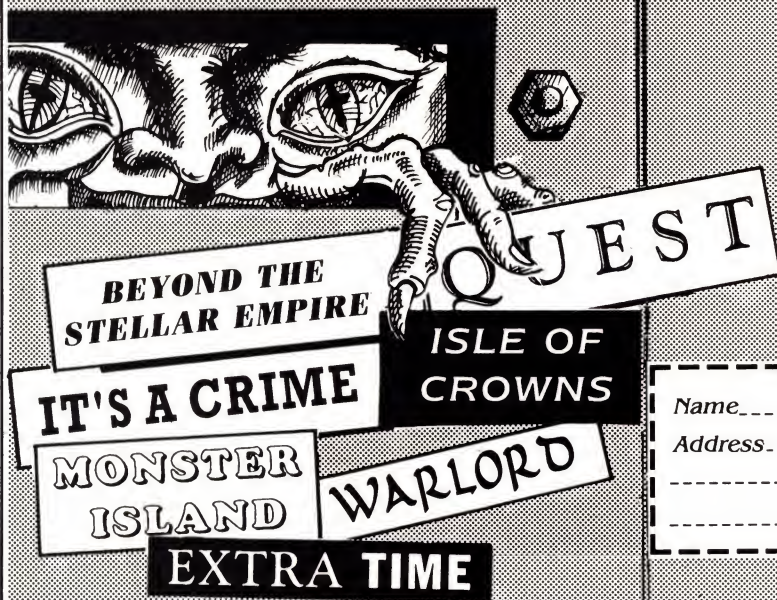
THE SUPPLY OF
COMPUTER &
PRINTER MEMORY
& PROCESSOR &
MULTIMEDIA
UPGRADE

Prices & products are subject to
change & availability. All
trademarks & trade names are
the property of their respective
manufacturers & owners.

All prices exclude VAT
10% restocking fee for returned
non-defective goods

©FTC Graphics Ltd 1994

The Ultimate Games Experience is waiting to drop in on you!...



KJC Games is Europe's largest and most advanced computer moderated Play by Mail Games company. When you join one of **KJC's** games, you enter a sophisticated and exciting 'live' environment where you pitch your skills, and your wits against many other **REAL** live opponents from all over the UK and beyond. **KJC** offers a wide choice of games to suit all tastes and interests....**Science Fiction, Sports, Adventure, Wargames, Street Crime & Fantasy Roleplaying** are all possible in the unique world of **KJC** games. **and....with KJC you get ...**

**New Games being developed all the time...
Colour Rule Books & Training Manuals...
Newsletters & Contact with other Players...
plus Friendly Club atmosphere.**

Send now for the latest **KJC** Info and Free Tasters...
Just complete the coupon below...
You'll be glad you did!

Name _____
Address _____
Post Code _____

KJC Games, Dept Freeport, Thornton Cleveleys,
Lancashire, UK, FY5 3BR. Tel 0253 866345 Fax 0253 869960

Free P&P
on all
UK Orders

Visionary Software

Orchid
Multi
Media
Sound Now
Available



Tel: (0305) 853513

MON-SAT
9am-9pm

You might beat our price
but you won't beat our service



Title	Price	Title	Price	Title	Price	Title	Price	CD ROMS cont.	
ACES OVER EUROPE	£33.99	GUNSHIP 2000 SCENARIO		POWERMONGER	£12.99	ULTIMA UNDERWORLD	£29.99	GABRIEL KNIGHT	£34.99
AIR WARRIOR	£26.99	DISK	£18.99	PREMIER MANAGER II	£25.99	ULTIMA UNDERWORLD II	£29.99	HISTORY LINE 1914-1918	£33.99
ALONE IN THE DARK II	£36.99	HARRIER AV8B	£28.99	PRINCE OF PERSIA II	£29.99	ULTIMA VII	£29.99	INDI FATE OF ATLANTIS	£36.99
ARCHON ULTRA	£23.99	HISTORYLINE 1914-1918	£29.99	PRINT SHOP DELUX		ULTIMA VII PART TWO	£33.99	IRON HELIX	£29.99
A.T.C.	£29.99	HUMANS	£22.99	UK VERSION	£42.99	ULTIMA 8	£CALL	JOURNEY MAN PROJECT	£29.99
ATP VERSION D	£29.99	INDY CAR RACING	£33.99	PRIVATEER	£35.99	UNNECESSARY ROUGHNESS	£CALL	LOOM	£33.99
A TRAIN	£19.99	INDY FATE OF ATLANTIS	£27.99	PRIVATEER SPEECH PACK	£14.99	DATA DISK SILVERSEED	£15.99	MEGARACE	£CALL
BATTLE OF BRITAIN	£26.99	JURASSIC PARK	£25.99	PUTT PUTT JOINS THE PARADE	£22.99	WAR IN THE GULF	£24.99	MICROSOFT DINOSAURS	£49.99
CAMPAIGN II	£30.99	KASPAROV'S GAMBIT	£33.99	RALLY	£25.99	WAX WORKS	£24.99	MICROSOFT ENCARTAR 94	£90.99
CARRIERS OF WAR	£25.99	KINGMAKER	£27.99	REACH FOR THE SKIES	£26.99	WORLD ATLAS V4	£36.99	PUTT PUTT MOON	£CALL
CHAMPIONSHIP MANAGER 93	£22.99	KINGS QUEST VI	£32.99	RETURN OF THE PHANTOM	£29.99	WING COMMANDER		REBEL ASSAULT	£36.99
CHESSMASTER 4000 TUBO	£26.99	LANDS OF LORE	£26.99	RETURN TO ZORK	£33.99	ACADEMY	£26.99	RETURN TO ZORK	£36.99
COMANCHE MAXIMUM		LEGEND OF KYRANDIA 2	£29.99	REX NEBULA	£29.99	WING COMMANDER II	£29.99	RISE OF ROBOTS	£CALL
OVERKILL	£33.99	LEGENDS OF VALOUR	£28.99	RULES OF ENGAGEMENT 2	£32.99	B-WING	£15.99	SECRET WEAPON OF	
CRUISE FOR A CORPSE	£14.99	LEMMINGS	£24.99	SAM & MAX	£29.99	X-WING	£32.99	SHERLOCK HOLMES III	£36.99
CRUSADERS DARK SAVANT	£32.99	LEMMINGS II THE TRIBES	£29.99	SECRET OF MONKEY ISLAND 2	£24.99	IMPERIAL PURSUITS	£15.99	SUPER STRIKE COMMANDER	£38.99
CYBERACE	£33.99	LINKS	£30.99	SENSIBLE SOCCER	£23.99	ZOO	£24.99	TFX	£36.99
DARKSUN SHATTERED LANDS	£32.99	LINKS 386 PRO	£32.99	SHADOW CASTER	£33.99			THE JOURNEY MAN PROJECT	£29.99
DAVID LEADBETTER'S GOLF	£29.99	LINKS COURSES		SHUTTLE	£28.99			ULTIMA UNDERWORLD 1 & 2	£39.99
DAY OF THE TENTACLE	£30.99	INNISBROOK	£17.99	SIM CITY 2000	£29.99	CH MACH 1 +	£23.99	WILLY BEAMISH	£39.99
DOG FIGHT	£29.99	MAUNA KEA	£17.99	SIMON THE SOURCERER	£29.99	CH MACH II	£25.99	WOLF PACK	£22.99
ELDER SCROLLS	£CALL	BANFF SPRINGS	£17.99	SPACE HULK	£32.99	CH MACH III	£30.99	WORLD ATLAS V4	£44.99
ELITE 2	£29.99	PINEHURST	£17.99	SPACE LEGENDS (Compilation)	£26.99	CH FLIGHT STICK	£40.40		
ELVIRA 2 JAWS OF CERBERUS	£28.99	PEBBLE BEACH	£17.99	SPORTS MASTER (Compilation)	£26.99	CH FLIGHT STICK PRO	£69.99		
EPIC	£24.99	THE BELFRY	£17.99	STARLORD	£33.99	CH GAME CARD AUTO	£34.99		
EYE OF THE BEHOLDER III	£29.99	LITIL DIVIL	£29.99	STAR TREK II	£33.99	CH GAME CARD III MCA	£44.99	ORCHID SOUND PRODUCER	£54.00
F15 STRIKE EAGLE III	£32.99	LOTUS	£25.99	STREETFIGHTER 2	£22.99	QUICKSHOT SMARTCARD	£14.99	ORCHID SOUND PRODUCER PRO	£94.00
FISHER PRICE CREATIVITY PACK	£15.99	MARIO IS MISSING	£27.99	STRIKE COMMANDER	£34.99	QUICKSHOT JOY & CARD	£20.99	ORCHID GAME WAVE 32	£157.00
FLASHBACK	£28.99	MASTERS OF ORION	£33.99	STRIKE COMMANDER SPEECH		QUICKSHOT WARRIOR 5	£13.99	ORCHID SOUND WAVE 32	£199.00
FLIGHT SIM V5	£34.99	MERCHANT PRINCE	£33.99	PACK	£14.99			ORCHID CD ROM CDS	
FIELDS OF GLORY	£31.99	MORTAL KOMBAT	£22.99	SUBVARS 2050	£33.99			3110 DOUBLE SPEED	£199.00
FIRE AND ICE	£25.99	NFL FOOTBALL	£29.99	SYNDICATE	£33.99			ORCHID SW32 + CD ROM	£376.00
FUN SCHOOL RANGE	£19.99	NHL HOCKEY	£32.99	TASK FORCE 1942	£31.99				
GABRIEL KNIGHT	£29.99	NIGEL MANSSELL WORLD		TERMINATOR 2029	£29.99	CD ROMS			
GOBLINS 3	£29.99	CHAMPIONSHIP	£24.99	MISSION DISK OPERATION		7TH GUEST	£52.99		
GOAL	£22.99	NODDY'S PLAYTIME	£22.99	SCOUR	£17.99	BENEATH THE STEEL SKY	£CALL	4 Year	
GRAND PRIX FORMULA 1	£32.99	OSCAR	£22.99	TERMINATOR RAMPAGE	£29.99	COMANCHE	£36.99	Guarantee	
GREAT NAVAL BATTLES	£28.99	PATRICIAN	£26.99	TFX	£33.99	CRITICAL PATH	£36.99	on all Orchid	
GREAT NAVAL BATTLES		PINBALL FANTASIES	£27.99	THE LEGACY	£30.99	CYBERACE	£36.99	Products	
ADD ON DISK	£15.99	PIRATES GOLD	£30.99	THE PATRICIAN	£26.99	DAY OF THE TENTACLE	£32.99		
GUNSHIP 2000	£27.99			TORNADO	£32.99	DINOSAURS	£49.99		
						DRACULA UNLEASHED	£34.99		
						EYE OF THE BEHOLDER 3	£32.99		

Joysticks

CH MACH 1+	£23.99
CH MACH II	£25.99
CH MACH III	£30.99
CH FLIGHT STICK	£40.49
CH FLIGHT STICK PRO	£69.99
CH GAME CARD AUTO	£34.99
CH GAME CARD III MCA	£44.99
QUICKSHOT SMARTCARD	£14.99
QUICKSHOT JOY & CARD	£20.99
QUICKSHOT WARRIOR 5	£13.99

CD ROMS

7TH GUEST	£52.99
BENEATH THE STEEL SKY	£CALL
COMANCHE	£36.99
CRITICAL PATH	£36.99
CYBERACE	£36.99
DAY OF THE TENTACLE	£32.99
DINOSAURS	£49.99
DRACULA UNLEASHED	£34.99
EYE OF THE BEHOLDER 3	£32.99

Orchid Multi Media & Sounds

ORCHID SOUND PRODUCER	£54.00
ORCHID SOUND PRODUCER PRO	£94.00
ORCHID GAME WAVE 32	£157.00
ORCHID SOUND WAVE 32	£199.00
ORCHID CD ROM CDS	
3110 DOUBLE SPEED	£199.00
ORCHID SW32 + CD ROM	£376.00

4 Year
Guarantee
on all Orchid
Products

Visionary Software Dept PCZ P.O. Box 1594 Dorchester Dorset DT2 8YL

PLEASE PHONE IF YOU DO NOT SEE THE PRODUCT YOU REQUIRE

Credit Cards, Cheques & Postal Orders Accepted. All prices include P&P (UK) and VAT. Goods offered subject to availability. Prices Subject to Change without notice E&OE



PC

ZONE

CD-ROM

reviews

There are more games than ever before being produced either initially or only for CD-ROM these days and barely a major disk-based release goes by without a CD conversion following. The next 12 pages are devoted to the best the new medium has to offer, and as you'll see, the best is very good indeed.

THE GAMES in this section are subject to the same marking system as the disk-based games we review. You'll find a guide to our marks on page 41.

Games that score between 80 and 89% receive our Recommended award. Games that fall into this category are likely to appeal to you if you like that particular genre.

Games scoring over 90% are Classics. They redefine the state-of-the-art in computer games and most game players will thoroughly enjoy them regardless of their genre.

Naturally the In Perspective and Tech Specs boxes work in the same way, but

there are some other factors you need to take into account when purchasing CD-ROM games.

Drive Speed: Not all CD-ROM drives perform equally well, but generally they can be divided into types according to the sustained access speed. Older games will work quite happily on any drive, but most newer games will need a double-speed drive to function well, and as the year goes on some games will appear which demand triple-speed drives. To avoid disappointment, you should check that your drive speed is sufficient for the game you are about to buy.

Windows: Because Windows is an integral part of multimedia systems, many multimedia games are designed to run in

WHAT'S IN OUR DISK CADDIES?

Some games get played, reviewed and then lost. Others hang around a lot longer. This is what's currently monopolising our CD drive. Not necessarily the best games around, but the ones we keep coming back to.

- Battle Isle 2
- Gabriel Knight
- Rebel Assault
- Return to Zork
- Star Trek

this environment. Although most modern PCs are supplied with Windows, not all PCs are capable of running Windows very efficiently. You may find that some games run very slowly when running under Windows unless you have a Windows graphics accelerator. You can also speed up Windows graphics operation by adding more memory, which you should allocate as Extended rather than Expanded memory and setting up a large permanent virtual memory space on your hard drive. You should also not attempt to run other Windows applications concurrently with games as this will severely degrade their performance. Finally running Windows in enhanced mode will help to get your multimedia games up to speed.

MPC levels: True multimedia games may need to be run on a machine meeting a certain MPC level. Most multimedia games demand MPC level 2. As a rough guide, this is what's needed to meet MPC level 2: Double speed CD drive. 80386 33Mhz PC, 16-bit sound card, SVGA card and monitor, Windows 3.1.

Battle Isle 2



The most popular strategy game of recent years has been dragged kicking and screaming into the world of CD-ROM. **Laurence Scottford** puts it through its paces and sees whether, under its fancy new clothing, it has still got what it takes.

THE WORDS 'strategic', 'wargame' and 'hex-grid' have been known to send many game players heading rapidly in the opposite direction. Combined in a single sentence they can be upsetting enough to cause permanent emotional trauma. So if I say to you that *Battle Isle 2* is a hex-grid based strategic wargame you may feel the urge to rip the next few pages from your issue and incinerate them before any real psychological damage is done. But then again, you might not, and the reason for that will be either (a) you are the sort of sad individual who can quote the vital statistics of just about any piece of war merchandise in existence, or (b) that a few years ago you somehow found yourself playing the original *Battle Isle*, and, even more surprisingly, found that you enjoyed it.

It's not that a few years ago a number of apparently normal games players suddenly discovered that they had closet tendencies to play strat... er, sorry... you know what, it's simply that Blue Byte had managed to do something that no sane and normal person thought possible: to make a... thingy... that was accessible, absorbing, and, yes, dammit, fun!

(Right) Revenge of the Sinclair C5s! Who would have thought that the laughing stock of the '80s would actually become the fighting force of the 21st Century?

(Below) Mission briefings, essential communications and even messages of congratulations are all delivered through the communications satellite downlink. It's worth noting that even your enemy can contact you through this channel.



Future wars

Battle Isle and its sequel are both set in an alternate future universe in which rival factions slug it out across land, air and sea. The weapons and units used in these battles are all logical extensions of current military technology; so foot soldiers are replaced by robots, and tanks and gunboats have become faster and more sophisticated.

The game can be played either against the computer or another human opponent. The former takes the form of a campaign in which the player must win a set of increasingly difficult and more complex scenarios. To begin with, only a few units are available but, in time, more powerful units come into play.

Like any other wargame, each unit has different strengths and weaknesses, and spheres of operations. The players take turns to move whichever units he wishes to, attacks where desirable and performs administrative and support functions like repairing and transporting other units.

While the objective in the first game was to capture the enemy HQ, each scenario in the sequel has a different objective. It might be to destroy all units of a certain type, or to capture and hold a strategic town. The radical change in strategy required from one scenario to another makes the play more interesting and varied. For instance, establishing a stronghold by setting up defensive rings around a strategically important area may be a good way of handling one scenario, but the next might require a bold thrust through enemy lines with just a few choice units.

Whatever the weather

In addition to the greater strategic variety, Blue Byte has added a great many other features which add complexity and depth to the original concept. There are now 50 different units, each of which may have as many as four different weapon systems. So while the Demon 131 Light Battle Robot carries only a 9mm machine gun for offensive and defensive purposes, the Dragon H1 Battle Helicopter is equipped with air-to-air missiles, air-to-ground missiles, a 30mm

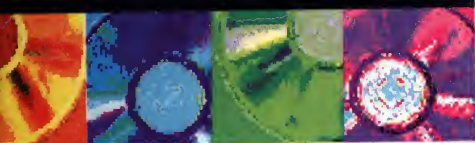


SURVEYOR'S REPORT

- 1** This is your only Rune radar emplacement on this battlefield. It is essential you protect it.
- 2** The Rune is currently guarded by ground troops in fortified positions.
- 3** The road network is essential for moving your troops and slow units quickly to the front line.
- 4** The robot unit here is slow, but once loaded into the Snake armoured-vehicle it can be quickly transported to the front.
- 5** These units have moved forward to attack the heavily defended bridgehead.

- 6** This territory has been mapped, but it is not currently being scanned by radar.
- 7** This territory is unexplored, and consequently unmapped.
- 8** This territory has been both mapped and scanned by radar.
- 9** This depot has been captured by friendly units and can now be used as a refuelling stop and repair station.
- 10** A second force crosses the bridge to secure a lightly defended island.
- 11** This unit's line of retreat has been cut off. Its demise is certain.

- 12** This bridge is heavily defended, just out of range is a Skull gun emplacement.
- 13** The objective is a city hidden somewhere down in this corner of the battlefield. Unfortunately it is impossible to tell how heavily it is defended.
- 14** These enemy buildings close to the bridge are an annoyance since reinforcements could appear from them at any moment.
- 15** The rail network is a super-fast way of getting units beyond enemy lines, and back for repairs after a heavy attack.



cannon and a 20mm machine gun. So, not only do you have to decide which is the best unit to utilise in different circumstances, you must also decide which of its weapon systems is best suited to the role you have given it.

Some units, namely submarines and aircraft, are also capable of travelling at different vertical levels, a factor that is often ignored

in two-dimensional wargames. This allows for the possibility of flying bombers safely at high altitudes over enemy territory, or of sneaking submarines under cordons of boats to surface well inside enemy territory.

Terrain is now divided into 17 different categories, ranging from road and rail to extreme mountains and very deep seas. Each unit is only capable of movement on some of these terrains and the rate of movement is also dependent on the terrain. There is, however, an added complication, since one of the significant additions to the game is weather systems.

There are six possible weather systems: clear, light rain, storms, light snow, and blizzards. Not only does the weather have a direct effect on obvious factors such

as visibility, it also indirectly affects other aspects of the gameplay. Land units, for example, may be making good progress across a dry and dusty plain when an unexpected deluge turns it into a mud bowl and brings the traffic to a halt. Or a sudden cold spell might freeze a previously uncrossable river, allowing robots to swarm across it.

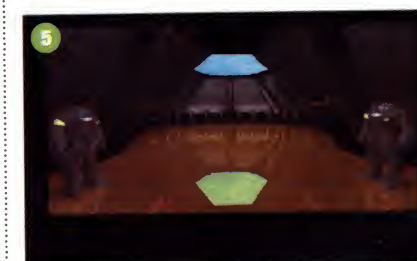
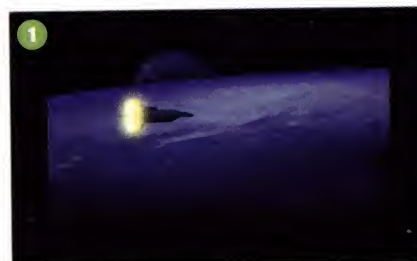
The postman always dies twice

Of course, warfare is as much about keeping the support machinery going as it is about making bold and inspired moves at the front line. That is a fact well worth remembering while playing the later scenarios in *Battle Isle 2*. In fact, if you don't remember it, you won't be playing the later scenarios for very long. There are three factors to be taken into consideration: ammunition, fuel and energy. Obviously each unit has a limited amount of the first two and this must be taken into account when planning ahead. Units can be re-armed and refuelled either in the field (if you have suitable tanker and transport vehicles) or returned to friendly towns and buildings first.



(Top) At any stage during the battle you can call up information on a particular unit. As well as giving you a 3D view of the unit, this box gives you vital statistics that are essential in weighing up your situation.

(Above) Although all of the vehicles are based on familiar technology they have been given futuristic designs.



Welcome to the ROOM!

1 As the ship, loaded with its mysterious cargo approaches the planet Drull, its single human inhabitant has no idea of the fate that awaits him.

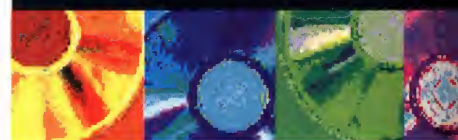
2 Permission is given for the ship to land right in the heart of the city – an unprecedented privilege.

3 His reception committee waits anxiously, wondering if he really could be who they say he is...

4 ... Anorak Man! The most powerful nerd in the universe. He can talk about RS232 interfaces for days.

5 He is quickly taken to the ROOM! The location of the finest minds on the planet.

6 There he is told the awful truth ... there's a war on sonny. Somebody needs to run it. You got the job!



SCORE

Without a shadow of a doubt, the strategy game of the year.

Minimum Memory: 4Mb

Minimum Processor: 386DX 25MHz

Hard Disk Space Required: 6Mb

Graphics Modes Support: VGA, (SVGA)

Soundcards Supported: Internal speaker, Tandy, Ad-Lib, Ad-Lib Gold, Sound Blaster, Sound Blaster Pro, Pro Audio Spectrum, Pro Audio Spectrum Plus, Roland MT-32

Controls Supported: Keyboard, Mouse

Comments: Double speed CD drive and 486DX processor recommended.

Price: £54.99 **Release Date:** Out now

Publisher: Blue Byte **Tel:** 0727 868005

IN PERSPECTIVE

Although the original *Battle Isle* looks primitive next to the sequel, it still plays extremely well.

Historyline uses a similar system, but is based firmly in reality.

Battle Isle

Battle Isle 2

History Line

Energy is needed to repair and manufacture units. It is found in the form of Aldinium crystals. When these are collected and transferred to the correct buildings they can be converted into raw materials for new or replacement equipment. You can keep the front lines supplied by building a network of roads and railways.

Now you see it, now you don't...

Another new factor is radar. Only hexes that come within range of a friendly radar unit will be visible. Each unit has a limited range of its own, which is fine as long as your units are fairly evenly spread in the battlefield. Ideally you need permanent radar cover. This is provided by fixed tracking stations, but these need protection. Areas which have no radar cover and are unexplored appear as dark hexes. Once an area has been explored, you will always know what sort of terrain to expect, but, unless units remain active in that area, it will be impossible to tell what the weather conditions are, and what enemy units are active.

Battle Isle 2 is, quite simply, a masterpiece. I must admit to some trepidation when I first began to play it. How could Blue Byte have possibly packed more features into such a classic game without ruining its instant appeal and accessibility? But they have done so with ease. Furthermore, the little presentational extras, like animated sequences and a slicker interface only help to absorb the player more into the game. If you played and loved the original, then this is going to keep you happy for a long time and, if you're new to Blue Byte's creation, you are really in for a treat. **Z**

Battle Evolution

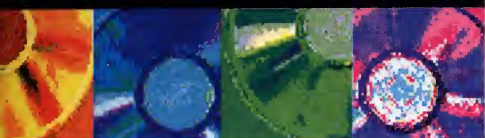


THE STRATEGIC BATTLEFIELD Although both *Historyline* and *Battle Isle 2* use essentially the same format for the tactical screen, the interface is improved and the new display is clearer and more animated.



THE BATTLE DISPLAY One of the aspects of the game that has really changed for the better is the battle display. Gone is the top-down view, which has been replaced by a dramatic 3D representation of the exchange of fire.





Microcosm

Microcosms – they're quite tiny aren't they? Chris Anderson – he's quite tiny too isn't he? Who better to review this game then? (The Crankies? Ed.)

T

HIS HAS got to be the best looking arcade shoot 'em-up game I have ever seen, ever!

Forget about 7th Guest and co. as the perfect games to show off your sexy PC and brand spanking new double speed CD-ROM drive. *Microcosm* wipes the floor with the lot of them, at least as far as graphics are concerned. It even has a decent plot and storyline, albeit one directly lifted from somewhere else!

Fantastic Voyage Part 2

If you've ever seen the cult sci-fi movie *Fantastic Voyage* you'll know what *Microcosm* is all about. In the distant future two rival corporations, Axiom and Cybertech, are battling with each other

for premier status in the business world:

Corporation 1. – Axiom – has discovered a clever and brilliant way to enter the body of Corporation 2 –

Cybertech's – president and control him. For Axiom's doctors have been working on MICRO – Military Internal Cruise and Recon Operatives – the secret of miniaturisation.

Using MICRO, Axiom discover they can insert vo capsules (a sort of miniaturised droid) into the Cybertech president's bloodstream and use one vo capsule in particular, Grey M, to target his brain. Taking advantage of the president's upcoming operation, they sneak the vo capsules into his body but, unbeknownst to them, one of Cybertech's nurses witnesses the dirty deed. Off the nurse scarpers to the Cybertech bigwigs to inform them of the scandalous goings-on. Bloody right, they say, we've got a little bit of MICRO know-how ourselves. Jump into the president's bod immediately and sort out whatever's in there. And now it's all up to you to get in there and shoot lots of capsules and things and save the president and Cybertech



and probably the whole world into the bargain, and all this in an absolutely amazing graphic environment. Exciting stuff, eh? Well, not quite.

What's it all about?

Microcosm is all about shooting things. You shoot things, you stop and walk about, and then you shoot some more. This in itself is no reason to write the game off. *Xenon 2*, for instance, is still one of the best arcade games around on the PC and

what's that all about? Shooting things, that's what. The difference between *Xenon 2* and *Microcosm* is that *Xenon 2* is tense, challenging and extremely exciting, despite having no soundcard support and no slick and groovy CD platform to use for stacks of amazing graphic files and animations; whilst *Microcosm*, on the other hand, is a game produced using the leading edge of CD technology and still can't produce the goods.

Times they aren't a changin'

There are several problems with *Microcosm*. For a start, all the levels look the same. As you fly through the president's bloodstream, blasting away at everything in sight, you begin to wonder if the gameplay is ever going to change. Nasties come at you from the side, nasties come at you from the top, and you shoot them. You start to ask yourself serious questions like: 'Is this all there is to it?' and: 'Why have I been playing this game for an hour?'

Stand and be blasted

Another problem is the nasties themselves. I don't expect them to just stand there and get bopped, but they come at you from all directions, flying about in a completely illogical fashion, so most of the time it's more a matter of luck than judgement as to whether you hit any of the sodding things. The final nigglesome prob is rather more simple. It's boring! Okay, so you come up against the odd strange looking ship and things that look like tennis balls rolling up and down metal bars – but basically the gameplay's the same. You shoot them all the same way and they all blow up the same way, you continue to get bored the same way. The whole thing is a bit of an absolute shame,



(Above) Now that's what I call a serious transport.

'Positively encourages you to split the carotid artery.'





really. The graphics and sound are stunning. *Microcosm* is made of the sort of stuff that has lots of people crowding around your PC going 'Coo, what's that?' But what else exactly has the game got going for it, apart from being an excellent showpiece for your PC hardware? Well, it's weird!

Your kneebone's connected to your...

If you're looking for a shoot 'em-up with a difference, you've come to the right place. There's no blasting away at a seemingly endless



stream of aliens in *Microcosm*. There's no trying to put an end to a screen full of cutesy little loveable wotsits. Your journey takes you into the very heart of the human body, right through all the squidgy bits and out the other side again. How many games do you know with levels called the Cephalic Vein? How many games take you right to the femur bone, let you play about in the superior vena cava, positively encourage you to split the carotid artery, and dare you to venture into the human brain and chuck lots of things at it? None. Bit of a shame, then, that this one's so basic. **Z**



(Left) Battle to the death with the killer marshmallows. (Above) They're blue, they're bouncy, and they whiz about all over the place so you can never hit the damn things.



(Above) Fly around the squidgy bits and blow up all the mines.



(Above) Mean looking dude or what? And what a suit. Fab!

(Below) This virtual reality lark is getting out of hand.



Where it all began

The entire concept of *Microcosm* has been pinched hook, line and sinker from a rather cracking science fiction movie called *Fantastic Voyage*, whose creators nicked the idea from a book. It's all about a medical team who jump into a miniature submarine and are injected into a top scientist's bloodstream to deal with a clot on his brain. As far as sci-fi movies go, it was one of the biggest hits of the '60s, sporting special effects way ahead of its time and everyone generally agreed it was fab and groovy. It even had Racquel Welch in it. So how does the computer game of the movie of the book compare with its predecessors? Let's just say I'd rather spend five minutes in the company of Racquel Welch than two horrendously infuriating hours farting around with *Microcosm*.

What a movie.
What a team.
What a body!



SCORE

Brilliant graphics and excellent sound. Let down by limited gameplay.

Minimum Memory: 4Mb RAM
Minimum Processor: 386/16MHz
Hard Disk Space Required: 12Mb
Graphics Modes Supported: VGA
Soundcards Supported: Sound Blaster, Ad-Lib, Gravis Ultrasound, PC Speaker
Controls: Keyboard, Mouse, Joystick
Price: £49.99 **Release Date:** Out now
Publisher: Psygnosis **Tel:** 051 709 5755

The Patrician

(Right) The townsfolk dance merrily, blissfully unaware their tax is going up 50 per cent.

(Below Right) Pop down the pub, hire a few bods, and send them off to sea completely pissed.



EVERYBODY'S DOING IT. They're all at it. Every software house in the country is rushing to join in and grab a piece of the action. 'What on earth is he talking about?' I hear you saying. I am talking, chaps and chapeses, about how everyone who has ever released a game that has been even mildly

successful on other platforms over the last few years, seems to be dragging it out of the cupboard, blowing the dust off it and

whacking it onto a shiny new CD and then proudly announcing that it has been 'enhanced'. My idea of an enhancement, and I expect yours also, is totally at odds with that of the aforementioned enhancement announcers. Who cares if the music has been slightly improved? Sod the extra occasional animations. All we

want to know is, is the gameplay any better? Invariably, the answer is no. All you get from your average CD conversion is a few extra tunes and sound effects. So what has *The Patrician* got to offer to justify the transition to CD other than saving you a bit of space on your hard drive?

The song remains the same (almost)

The music's better, there's more sound effects, extra animations (there's lots of extra seagulls flying about and stuff), and a new animated intro with a strange looking dude singing a very short ship-type song. Big deal, you might think. Well, it's not exactly a big deal but, funnily enough, in *The Patrician's* case, the stereo music soundtrack and extra animations do enhance the gameplay

to some degree. It just feels better. Okay, the gameplay's basically the same. It's still all about buying ships, sailing all over the place buying and selling commodities for a profit and generally striving to become the wealthiest and most powerful dude around - with more atmosphere.



To buy or not to buy

So, we're back to where we started. Has it been significantly enhanced, or has it not? Should you rush out and get it or are the enhancement announcers trying to pull the wool over your eyes and having a right laugh again? The answer to these questions depends on whether you have the original game or not. If you have, the answer is no - the CD version is better, but not that much better. If you haven't the answer is yes. As strategy/trading games go, *The Patrician* is one of the better ones. The graphics are well above average, the interface is simple and easy to use, there's always lots of things to do at any one time to keep you busy and, most importantly, the gameplay is addictive. It's not the game to go for if you like a little bit of action to liven up your buying and selling activities, but if strategy is more your thing, you won't be disappointed. I liked *The Patrician* in its original form and played it for ages. The CD version has rekindled my interest and I will probably end up playing it for ages - again. Chris Anderson



(Above) Hello mate. Do you know Molly Malone?

(Below) Sit in your office and cry over how much money you owe.



A good game on disk, slightly better on CD



specs Minimum Memory 4Mb
Minimum Processor 386/25 MHz
Hard Disk Space Required 6Mb Graphics Modes
Supported FX Soundcards Supported Sound Blaster,
Ad-Lib

Price: £39.99 Out: Now Publisher: Daze Marketing Tel: 071 328 2762

USA With Flight Assignment ATP CD-ROM



HERE'S YET ANOTHER CD-ROM BARGAIN BUNDLE. This time round it's ATP fanatics who will reap the benefits of the hit-and-miss shovelware approach, as this package contains not only the original ATP game, but also the scenery disks for USA East and USA West as well.

ATP, for the uninitiated, is Sublogic's commercial airline simulation, *Air Transport Pilot*. The original ATP game gives you the opportunity to fly a Boeing 737, 747, 767, Airbus A-320 jet airliner or Shorts 360 twin-engine turboprop around the USA. The extra scenery disks use the same planes, but let you fly them around different places. The package includes loads of maps, the obligatory million page manual and lots of blab about how amazing commercial aircraft are and what fun it is to be a pilot.

Look mum, I'm a pilot

ATP is similar in look and feel to *Microsoft Flight Simulator*, so much so in fact that the scenery disks supplied with the ATP USA pack can



be used with the original *Microsoft* game. Also, like *MFS*, ATP has no end of external views and an incredible amount of features and options. Budding commercial pilots can fly single flight assignments to and from wherever they like and if you're really into becoming a 'proper' pilot you can take the career assignment and fly around the USA forever and ever, pretending you're the 'real thing'.

Mind you, there's no way you'll really get to grips with this game without studying the massive manual to death first.

Simple scenery

Despite the impressive amount of external views, the in-flight graphics are, to say the least, simplistic. Anyone who has played any of the recently released combat flight sims, perhaps most notably *TFX*, will look at ATP and laugh aloud. Visually impressive, it most definitely is not, but then anyone who wants to play this type of flight simulator will not find this a particular problem. *Microsoft Flight Simulator* looked absolutely awful for the first few releases and still sold like hot cakes. It gets back to the old argument of realism against entertainment. That would almost certainly be Sublogic's argument if asked to explain why ATP's graphics are so crap. Personally, I don't see why you can't have an ultra realistic

flight simulator and appealing graphics.

Creators of some commercial flight sims seem to think they have every right to release a game with awful graphics, just because the flight engine is so realistic. However, they might do well to have a look at *Tornado*, which has an extremely realistic flight engine. And while the graphics aren't exactly the best I've seen in a combat sim, they certainly still knock spots off this.

Visual gripes aside, if you're looking for a commercial flight simulator, this one has all the features you would expect including digital speech from Air Traffic Control. ATP also offers reasonable value for money with the inclusion of the extra mission disks. On the other hand, if you're looking at the screen shots and thinking 'Ugh,' then you'll probably find that *Microsoft Flight Simulator 5* is light years ahead in terms of graphics and presentation, so go off and buy that instead. Chris Anderson



(Above) Chicago at night.
(Left) You're having me on. They're not buildings, are they?



(Above) One of the less than impressive external views.

Not my idea of fun but a reasonable effort for a simulation of this type



specs Minimum Memory: 640K
Minimum Processor: 8086/12
MHz Hard Disk Space Required: 1.5 Mb Graphics
Modes Supported: CGA Soundcards Supported: Sound
Blaster, Ad-Lib, Controls: Keyboard, Mouse, Joystick
Comments: Sound Blaster and EMS required for digital
speech.

Price: £79.95 Out: Now Publisher: RC Simulations Tel: 0272 550900

Buzz Aldrin's Race Into Space

Space – the final frontier. The place where no man had ever gone before – etc, etc, etc..

BUZZ ALDRIN'S RACE INTO SPACE is a strategy game that enables you to play the part of either the US or the USSR in the great space race. It starts in Spring 1957 and you have 20 years in which to land astronauts on the moon and get them back in one piece.

You can play against the computer or another person and even by modem. At the beginning of the game and of every subsequent turn a newsreader tells you what's going on. The Americans have Carter Walcrite and the Russians have the glamorous Svetlana Izvestia.

Once you've digested the news you can get on with playing the game. You do most things from the administration building. Buy the various bits of hardware, recruit astronauts and schedule missions; then go to research and development to improve the safety and

efficiency of your equipment.

There is an important strategy element here: what you buy should be influenced by your own long term aims and what your opponent is doing. You'll find out about him from intelligence – you'll remember how successfully they predicted the downfall of the Shah and the invasion of Kuwait. Often the first time you hear of anything is when the other side beats you to a

'milestone' mission such as the first man in space.

This makes for a fair amount of tension in the game but the real nail-biting stuff is launching the rockets. Digitised speech – sampled from the real people – and film makes this the best bit of the game. If you're playing the USSR you get a countdown in

Russian and people saying 'Da' a lot. Play for the home team and you get much more: 'Trajectory is good, thrust is good', the laconic 'That's a lovely lift-off, that's not bad at all' and the favourite 'We have lift-off!'

Fly me to the moon

A huge amount of work has gone into getting everything right for this game. As time progresses, Ike is replaced

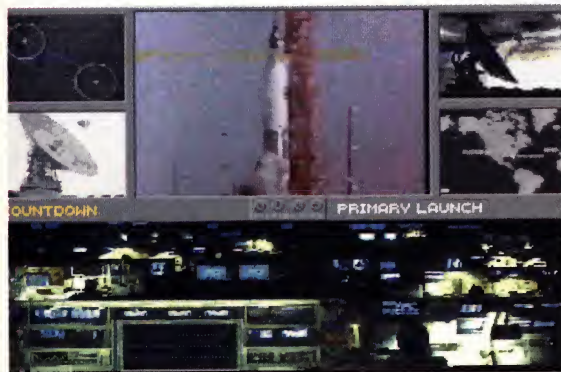


with LBJ, Cape Canaveral renames itself Cape Kennedy and even social attitudes change. You can recruit all male astronauts in the '50s but not in the enlightened '60s. The program will not let you schedule planetary missions if, by the following season, those planets would be in the wrong position.

The main aim is to get to the moon but to win you need money to develop your projects. The money you get from the government depends on your prestige, which depends on the number of 'firsts'. You get 12 points for being the first to get an orbital satellite up, five for being second and three, if it blows up on the launch pad.

Buzz Aldrin's Race Into Space is a user-friendly strategy game that really captures the excitement of the race to the moon. The original was strong on atmosphere but the CD version is even better. There is more film and sampled speech. The words of the CapCom during the lunar missions are completely authentic. First time buyers of Buzz should go straight to the CD version. Even if you've already got a copy of the original, the extra features and the increase in speed make this a worthwhile upgrade. *Mark Burgess*

A stunning improvement of an already classic game.



specs Minimum Memory TBC
Minimum Processor TBC

Hard Disk Space Required: TBC Graphics Modes Supported: All major cards accepted: Ad-Lib, Sound Blaster, Roland, Audio Spectrum, Gravis Ultrasound etc. Controls Keyboard, Mouse (Mouse recommended)

Price: £TBA Out: TBA Publisher: Interplay Telephone: 0865 390029

Megarace



Why anyone would want to relive the experience of driving out of London at 5pm on a Friday afternoon is beyond me, but that is more or less what *Megarace* is a simulation of. Your sole aim in life is to pass as many other cars as possible in as short a time as possible, preferably trashing the majority of the traffic you pass.

To be fair though, *Megarace* is made a bit more exotic by being set in the far future as a game show.

The show is hosted by the most odious, smarmy git of a tv presenter you've ever come across. He treats you to what is probably the best bit of acting on CD-ROM to date, in as much as everybody who watched it in the office was soon cringing with disgust and great loathing.

Megarace it seems, has become the most popular game show of the 21st Century. At great expense, a series of tracks has been



constructed in various exotic settings, from an open track in space with artificial gravity to one built in a transparent tunnel at the bottom of a lagoon. The contestant is given a limited number of laps to pass or destroy a set number of enemy cars. If he does it, he can go on to the next, more demanding track, otherwise he must make room for the next contestant.

Slow, slow, quick quick, slow

The key to winning, and indeed losing, a race are the symbols on the surface of each track. Passing over these can have either beneficial or detrimental effects on your car. Some, for example, will give you extra energy to power up your weapons, while others will drain energy from you. Some may speed you up and some may send you into a skid. To complete a race you must spend the first lap racing cautiously and learning the location of the symbols before going hell for leather in an attempt to take out your opponents.

There are several cars to choose from, and each of them has different characteristics. Choosing the right car for each track is important because there's no point in having a well-armed, but slow car on a fast track where your lighter opponents will escape simply by accelerating away from you.



Rotten at the core

Megarace has the same kind of effect as biting into a shiny, red apple to find it is rotten at the core. Viewing the tremendous introductory sequence and the cut scenes in the television studio will cause any self-respecting games player to begin salivating. Then, upon starting the game proper, the amazing digitised backgrounds will certainly impress you. The trouble is, that within five minutes of beginning to play, you will have the distinct impression that you've seen it all before. The action gives no great impression of speed and, while it's fun in a simple kind of way, *Megarace* doesn't really have much to recommend it beyond some great presentational sequences. *Laurence Scotford*

'One nice, shiny motor for sale. Just one owner. A mere 55,000 miles on the clock. A bargain and no mistake.'



A superb demonstration of what can be done graphically with CD-ROM... and how easy it is for gameplay to suffer as a result.

Mirror, signal, manoeuvre... then head straight for the car in front.



specs Minimum Memory: 4Mb
Min Processor: 386 33 Hard
Disk Space Required: 0.5Mb Graphic Modes
Supported: VGA only Soundcards Supported: Sound
Blaster compatibles Controls Supported: Joystick,
Keyboard

Price: £39.99 Out: Now Pub: Software Toolworks Tel: 0444 246333

CD-ROM Challenge Pack



SOFTWARE TOOLWORK'S LATEST CONTRIBUTION to the compilation war comes in the form of a nine game CD. Rather than hunting down three or four top quality titles, they've gone for the safety in numbers approach and come up with a very mixed bag indeed. For the *Challenge Pack* to offer better value for money than the other compilations reviewed this month, it would only have to contain four quality titles out of the nine games and you could look on the other five as being a bonus if they were reasonably playable. Sadly, this is not the case. What you

Simply the best

D/Generation is an excellent arcade/puzzle game and is easily the best title on this compilation. The graphics aren't particularly impressive at first but the sprite animation has a rather endearing quality and grows on you the longer you play. The puzzles are clever and get progressively harder with each level. There are hostages who give you info when you rescue them, lots of keys to find and no end of brain teasers to contend with and the gameplay is beautifully

chess game and has oodles of neat features, about a trillion game options and plays a good enough game to challenge most computer chess fanatics.

Three minute wonders

F-29 Retaliator was okay in its time but looks a bit crap now and will disappoint anyone who has played any of the more recently released flight sims. *Epic* is a spacey shoot 'em-up which is fun for an hour but that's about it. The same could be said of *Robocop 3D*. It has its moments: the gyro pack is a bit of a hoot to fly about with for a while but after that you'll have had enough and won't want to play it again.

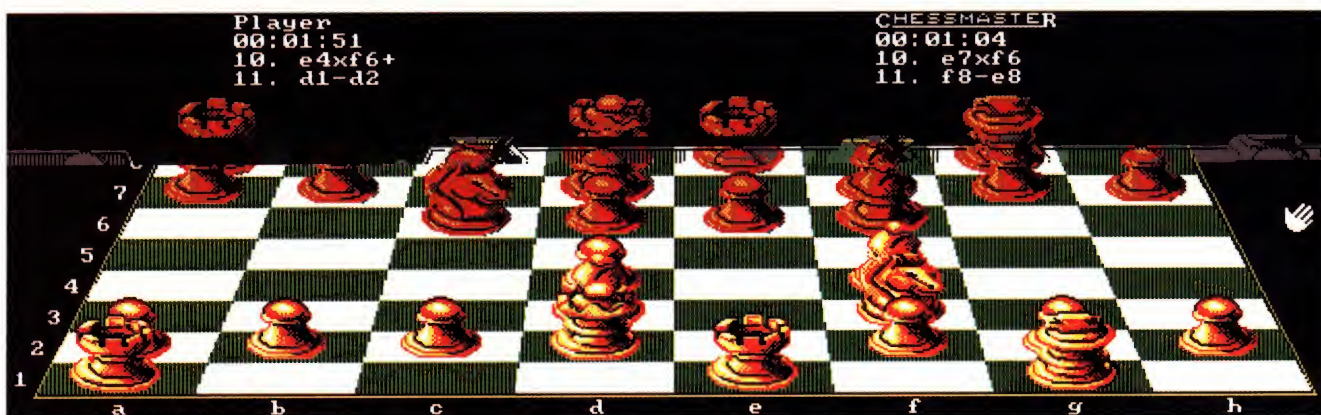
Who put these on my hard disk?

Pushover is a completely daft puzzle game in which you move lots of blocks about and push them all over. *Might And Magic 2* is a prime example of how bad RPG games used to be before *Ultima* and co. came along. As for *Paperboy 2*, it's one of the most crap and boring arcade games you are ever likely to come across. So what have we got? Three decent games, three nearly okay ones and three completely crap ones. It might sound like good value compared to an average full priced game, but compared to other compilations (check out *Award Winners* for 35 quid), it doesn't quite make the grade. Chris Anderson

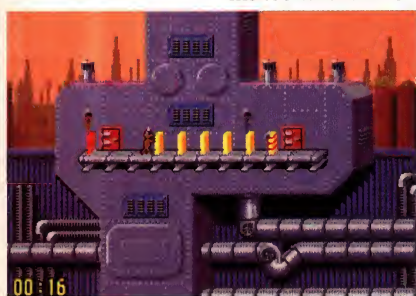


(Above) *Epic: Wing Commander* it's not. Dull and over in a flash, it is.

(Right) *Chessmaster 2100* still plays a mean game of chess.



(Below) Move blocks about and fall asleep in *Pushover*.



simple and highly addictive. *Contraption Zack* is another puzzle game. Your objective is to help a technician at Gadgetco Inc. find all his tools. This involves pushing lots of buttons and flicking lots of switches in the correct order to reach the exit in each room. It doesn't have the variety of *D/Generation* but there's enough in it to keep you playing for a few hours until either you get stuck, or you get bored, whichever comes first. It's the sort of game you leave on your hard disk and come back to every now and then to see if you can get past the tricky parts. *Chessmaster 2100* might be a bit long in the tooth now, having been superseded by its own follow-ups, but it's still a well decent

Reasonably good compilation, but there are better ones around



Specs Minimum Memory: 640K (585K free base memory) Minimum Processor: 386SX/16 MHz Hard Disk Space Required: 3 Mb Graphics Modes Supported: VGA Soundcards Supported: Roland, Sound Blaster, Ad-Lib Controls: Joystick, Keyboard, Mouse

Price: £39.99 Out: Now Publisher: Software Toolworks Tel: 0444 246333

Gabriel Knight

Gabriel Knight



ABRIEL KNIGHT was reviewed back in Issue 12. It's an atmospheric thriller from Jane Jensen, who wrote *King's Quest 6*. The CD version has smoother animation but its main selling point is that all the text is now spoken... and spoken by real, competent actors.

Tim Curry plays the eponymous hero in a louche, almost camp, style. Knight is a bookshop owner and failed author investigating a series of Voodoo murders in New Orleans. But the more he finds out about the present, the more he unravels of his own past.



The sinister Dr John is played by Michael Dorn (the Klingon Worf in *Star Trek: The Next Generation*) and the redoubtable Efram Zimbalist Jr plays Richter. The speech slows things down a

bit (unless you are a very slow reader) but you can cut them off mid-sentence with a click of the mouse.

The graphic style of the game is a mixture of film noir and comic book cut-out panels. The music is an exceptional score by Robert Holmes which captures perfectly the feel of New Orleans.

If you haven't bought *Gabriel Knight* yet, then the CD version is the one to buy. Mark Burgess



Brooding, atmospheric thriller.



specs Minimum Memory: base RAM, 4Mb ex Minimum Processor: 386SX Hard Disk Space Required: 17 MB Graphics Modes Supported: VGA with 256K video RAM Sound Cards Supported: Sound Blaster, Ad-Lib, general MIDI, MS sound system. Controls: Mouse Comments: Picky about memory; may need a large swap file in Windows

Price: £44.99 Out: Now Publisher: Sierra Tel: 0734 3033322



Our Best Selling
GAMES
£2.50 each

APOGEE & ID SOFTWARE

- ARCTIC ADVENTURE Nevada Smith in chilling game
- BIO MENACE featuring Snake Logan vs Dr Mangle
- BLAKE STONE Action packed virtual reality game
- COMMANDER KEEN & Vorticons of Mars. L&P classic
- COMMANDER KEEN Goodbye Galaxy. Another Episode
- COMMANDER KEEN in Keen Dreams Great arcade fun
- COSMIC ADVENTURE What's green with red spots
- CRYSTAL CAVES Full of Treasures and traps
- DARK AGES Fulfill your destiny as King of Garth
- DOOM Simpy The Best - Voted Game Of The Year
- DUKE NUKEM featuring Dr Proton & The Technobots
- DUKE NUKEM II Great action-packed follow-up
- HALLOW'EEN HARRY Massive armoury of weapons
- JUMPMAN LIVES Your own Anti-terrorist campaign
- KEN'S LABYRINTH Virtual reality for youngsters
- MAJOR STRYKER Fast triple-parallax shoot-em-up
- MONSTER BASH Release all the trapped pets
- MONUMENTS OF MARS Explore mysterious monuments
- PAGANITZU Combines skills & logic and arcade
- PHARAOH'S TOMB Nevada Smith Raiders of Lost Tomb
- RESCUE ROVER Find out how to rescue your pet dog
- SECRET AGENT Play agent 006% in this great game
- SPEAR OF DESTINY Episode 1 follow up to Wolfie
- WOLFENSTEIN Best-selling virtual reality game

THE BEST UK PUBLISHED TITLES

- BACK TO THE FOREST featuring Skunny Squirrel
- CASTLE OF WINDS Fantasy game for Windows
- CORNCOB 3D Top quality flight simulator
- DESERT RAID Skunny's all action bombing mission
- EPIC PINBALL Very realistic pinball simulation

- WEIRD ISLAND Take part as yourself in story
- ORION ODYSSEY Control Wally the space flyer
- ALIENS LAUGHED AT MY CARDIGAN Very strange!
- ANOTHER LIFELESS PLANET and me with no beer
- SOCCER GAME Manage your own football team
- GRAND PRIX Car design and racing simulation
- CADDIE HACK Graphics sim of 18-hole course
- WORLD CUP CRICKET Good simulation of the game
- HERO'S HEART Brain bending puzzle and skill
- CAPTURE THE FLAG PC version of outdoor game
- BATTLE GROUND 2-player tactical combat
- ARMY MANOEUVRES Strategy game for 2 players
- EGA TREK The latest and earliest versions
- BATTLE FOR ATLANTIS Absorbing "Risk" style
- FACING THE EMPIRE Interstellar conflict sim
- SPACE SHADES Pilot your own space cruiser
- ONE NIGHT IN SWEDEN Solve the murder mystery
- BATTLE FLEET PC version of Battleships game
- SHERLOCK Great game of logical deduction
- LADDER MAN Mind-bending game of logic
- POWER CHESS Game save & classic openings
- CYRUS CHESS Well-presented 3D chess game
- APPLES & ORANGES Othello/Reversi game
- TEGE MONOPOLY Four versions of board game
- SLEUTH Whodunnit game similar to "Cluedo"
- MAHJONG Fascinating game from the far east
- WHEEL OF FORTUNE Phrase-guessing TV game
- JEWEL THIEF Arcade adventure for Windows
- WINCHESS Version of Chess for Windows
- WINPOKER The classic card game for Windows

EDUCATIONAL GAMES

- ABC FUNKEY'S Early learning for pre-schoolers
- ANIMATED MATHS Introduction to arithmetic
- ANIMATED ALPHABET Fun way to learn alphabet
- COUNT & ADD Teaches simple arithmetic at play

Ask for
your
FREE
catalogue

SPECIAL DISCOUNTS
1-4 titles £2.50 each
5-9 titles £2 each
10 or more £1.50 each

These are fully
operating
shareware
programs. Further
payment brings you
more episodes and
features.

- EPIC BASEBALL Authentic simulation of baseball
- F117A Stealth Fighter multi-feature flight sim
- GALACTIX Classic space invaders style game
- HEXAGON II Compulsive puzzle game
- JETPACK Fast action arcade adventure
- JILL OF THE JUNGLE Control the female Tarzan!
- KIOBLASTER Galaxian-style arcade action
- LEGEND OF MYRA Classic animated adventure game
- LOST IN SPACE Cuddly shoot-em-up with Skunny!
- NIGHT RAID Destroy or be destroyed
- OVERKILL Similar fast action style to Xenon
- ROBOMAZE II Take control of the Robots
- ROBOMAZE III Third part in the series
- SANDSTORM With scud missiles & jet fighters
- SAVE OUR PIZZAS Help Skunny squirrel to ...
- SNAKES & LADDERS Enjoyable version
- STARFIRE Updated hi-res Space Invaders
- TOM, DICK & HARRY Top quality L&P game
- TRIVIA QUIZ Great version of the game
- ZYT & SUPER ZYT Adventures & puzzles

RECOMMENDED TITLES

- CD-MAN Great updated version of Pacman
- FUNNY FACE Colour Mr Potato Head for children
- CRAZY SHUFFLE Based on the "pairs" theme
- PALLANDA Simple fun game for youngsters
- BOB THE BUILDER Gentle ladders & platforms
- ELECTROBODY Laser your way through the maze
- JUMPJET Bomb or shoot enemy aircraft & bases
- WANDERER Based on the Boulderdash idea
- SHOOTING GALLERY Fairground stall simulation
- KUNG FU LOUIE Practice your martial arts
- SHARK ATTACK Collect treasures avoid sharks
- MINDCUBE Push the blocks round find prizes
- SLITHER New version of the Hungry Snake game
- LLAMATRON PC version of the Spectrum game
- TETRIS ADDICTS Five different versions
- MORAFF'S GAMES Three great arcade games
- SPEAR OF DESTINY Special 2-level version
- KEN'S LABYRINTH 3-D virtual reality style
- BANDOR Dungeons & Dragons style adventure
- CAPTAIN COMIC Enjoyable arcade adventure
- HUGO'S HOUSE OF HORRORS Sierra-style game
- HUGO II WHODUNNIT Animated adventure sequel
- HUGO III Jungle Of Doom The final episode
- DRACULA IN LONDON Interactive role-playing
- REALM OF HAKROM The Axe Of Fargim Adventure
- VAMPYR: TALISMAN OF INVOCATION Challenging!

- HENRIETTAS BOOK OF SPELLS Spelling is made fun
- HOORAY FOR HENRIETTA Arithmetic is made fun
- MARMALADE MOUSE Amusing Interactive storybook
- MATHS RESCUE Combine learning maths with play
- MONKEY BUSINESS Delightful interactive story
- SPELLBOUND Arcade style spelling game
- TERRIBLE TWINS ADVENTURE Interactive story
- WHERE'S THAT MOUSE? Interactive storybook
- WORD RESCUE Combine learning words and play

USEFUL APPLICATIONS

- AS EASY AS Best selling Spreadsheet program
- BROTHERS KEEPER Popular genealogy system
- DRUM BLASTER SoundBlaster into a drum machine
- ENVISION PUBLISHER Superb easy to use DTP
- PAGEMAKER INTRO Full-feature DTP or Windows
- GALAXY PRO-LITE Easy to use Word Processor
- NEOPAINT Very good drawing/painting package
- PAGE CHEQUEBOOK Monitor & control your accounts
- ZEPHYR DATABASE FoxPro based database manager
- PC FILE 7 Popular database system for PC's
- POPSAURUS Memory-resident thesaurus
- POWER MENU Best selling hard disk menu system
- PRINTPARTNER Posters banners cards letterheads
- SHARESPELL Spelling checker & dictionary
- WINSPELL Spelling checker for Windows
- WORD TRANSLATOR Bi-lingual dictionary
- READABILITY PLUS Analyse your writing
- WYNDFIELDS Database manager for Windows
- PC-DRAFT II Drawing package like PC-Paint
- GRAPHICS WORKSHOP Converts picture files
- CLIP ART COLLECTION Over 70 assorted images
- TOP FONTS Scaleable fonts for Windows
- HOME PLAN Use to design and plan your home
- LABEL MAKER Easy to use for mailing lists
- GORIN'S ORGANISER Desktop diary planner etc
- DOCTOR IN THE HOUSE Medical information
- MEALMASTER Recipe organiser - with recipes
- BIORHYTHMS Plot the best times of the month
- FOOTBALL FORECAST Use to help predict draws
- CROSSWORD SOLVER Solves clues, anagrams etc
- CROSSWORD CREATOR Design & print out own
- WORDSEARCH SOLVER Helps solve the puzzles
- WORDSEARCH MAKER Print out your own puzzles
- NOTEWORTHY Comprehensive music publishing
- MELODY MAKER Turn PC into a music keyboard
- SKYGLOBE Fascinating display of night sky
- SCREEN BLANKERS Displays pics when inactive

**FOUR
WAYS
TO
BUY**

- ☐ PHONE 0242 224340 with your Access/Visa No
- ☐ FAX 0242 224614 with your Access/Visa No
- ☐ POST to Albany UK Ltd (PZ) 252 High St
Cheltenham GL50 7HF
(Make Cheques/PO's payable to ALBANY UK)
- ☐ CALL IN to our STORE Mon-Sat 9am to 5.30pm

OUR PRICES
include VAT
Please add
£2 P&P
PER ORDER
(Non-EC add £5)

Bits & PCs

SEND YOUR QUESTIONS TO: BITS & PCs, PC ZONE, 19 BOLSOVER ST. LONDON W1P 7HJ



**Fear not!
Whether you're
suffering from
a little sound-
card trouble or
planning on
building an entire
PC from scratch**

Mark Burgess is your man. He drives a VESA, thinks entirely in binary and speaks Pascal more fluently than English.

Author! Author!

I HAVE several ambitions in life. One of the ones I am able to mention in public is the dream I have to be a 'leisure software writer' and to eventually own my own software house. However, I have a little problem.

I have been learning Pascal for about three months and I am now fairly competent. I even own my very own copy of Borland's Turbo Pascal For Windows. My problem is that I have absolutely no idea how to program graphics, let alone animate characters. My question is therefore should I stick with Pascal or move on to C or Assembler? My Daddy owns a copy of Borland's Turbo C++ for Windows. He also has a copy of Microsoft's Assembler compiler - so I'm not short of software - but I prefer writing for DOS.

Regardless of which language you suggest I delve into, I need some books to learn from, so what books do you recommend for programming in this language? Oh, and is Microsoft's Assembler whatnot as good as Borland's? Once I have written myself a cult game, how do I sell it and make heaps of money?

I would be most appreciative of any help you can give me, and I hope your groovy mag sticks around for when my games hit the market.

Joz, Compton, Hants

C and C++ are the languages of choice for just about any application. They are flexible, easy to compile and there are vast libraries of useful routines. C++ is the 'object oriented' dialect of C. The first place to start with C or C++ is the manuals: these will keep you out of mischief for some time; there should be at least a foot of shelf space. One release of Borland's actually needed a suitcase on the box.

Although C is the language you need, you require a grasp of Assembler, if only to know what your compiled code is supposed to be doing. You must have a good working knowledge of DOS; you should also know which calls to use and which are better replaced by your own routines. Several shareware programs come with the C

source, so look at these to see how the language works. The source for Fractint is readily available and you will learn a great deal about graphics by having a look at it.

Study the example programs; Borland's C++ comes with Owl Chess, a lovely bit of work. As I say, you must start with the manual. I know this goes against the grain with many people, but there really is no way round it. Then, if you're going for C, look at Teach Yourself C in 21 Days by Aitken and Jones (SAMS, £22.95) or Waite Group C Programming by Robert Lafore (SAMS, £27.50). For C++ there is Borland C++ Developer's Bible by Mark Peterson (Waite Group Press, £26.95) but this isn't really aimed at beginners. Try something like Tom Swan's C++ Primer (SAMS, £27.50).

Ian Sinclair's Starting MS-DOS Assembler (Sigma, £12.95) is a cheap (by computer books' standards) introduction to Assembly language. When you want to go further, check out Peter Norton's Norton Assembly Language (Brady, £22.95) or PC Assembly Language Step By Step by Hoffman (Abacus Software, £32.45).

In all cases, try to get hold of a copy of the book through the library before you part with your cash. The price of computer books is high.

I've never used the MS program, so I'd better reserve judgement. If it's the same as MS C/C++ 7, then it should be fine and you can use it for Windows and DOS. Most people I know (both of them) use Borland's C/C++ 4, but that could just be an indication of what was lying about the office. If your father has access to a range of C

packages, think about MetaWare's High C or C++ which will compile code for MS-DOS, Windows, NT, OS/2 as well as UNIX, Sun SPARC, Intel 860, AIX and so on.

As well as language-specific books, you need to learn about graphics programming in general. From Alan Watt comes Fundamental 3D Computer Graphics (Addison-Wesley, £24.99), and Steve Rimmer has written a book called Bit Mapped Graphics (Windcrest, £22.95). If flight sims are more your thing there is an excellent book by Chris Lampton entitled Flights Of Fantasy (Waite Group, £31.50).

Learning a computer language is like learning any other sort of language; it needs patience and study to become even reasonably fluent. You're a good way away from writing another Tornado. If you have written a game, or have a strong idea for one, then it is just a matter of contacting the software houses and trying to get it accepted. It's a lot like trying to get a first novel published, so I hope you don't take rejection too personally. If no-one is interested, you could release it as shareware and see if anyone likes it. Although the days are gone when shareware was home of the lost and the lame, quite a bit of it is still prentice work.

But that is all in the future: first get the language at your fingertips. **MB.**

DOS Doom

RECENTLY I got hold of two new games called IndyCar Racing and Doom. I've got a 486sx/25 with 4Mb of RAM, a VGA card and plenty of hard disk space left, and thought I'd have no problem running these two games. Well, I thought wrong!

I installed both games onto my computer and decided to play IndyCar Racing first. As you said in issue ten, the game requires 4Mb of RAM and will not work with other memory management software, so I decided to use IndyCar's start-up disk program to make a boot disk. After re-booting my computer I sat back and waited for the intro to appear, but nothing happened!

On the screen it was in dos prompt and it had this sentence:

```
DOS/4GW Professional Mode Run-Time  
Version 1.93.
```

```
C:\>
```

Initially I thought that there was not enough free memory in the boot disk, but then it should have printed: 'Not Enough Memory'. From here I discovered three surprising facts; first I tried all sorts of configurations and even a clean boot but still the game refused to work. Second, I decided to try out Doom and guess what happened? The same message printed out in dos prompt! And I tried all kinds of configurations for Doom and it still didn't work. The last surprising fact was that, for both games, every time I tried to access the program by typing DOOM.EXE or INDYCAR.EXE, it took about 28K of conventional memory away from RAM. There was no way of getting it back unless I reset my computer. At one point I found my total of

Two 286s

I have a 286 which is now two years old. All the new computer games now need 386s or 486s. I am wondering whether you can update a 286 to a 386 or a 486. If you can, what price would it be? My computer is a Goldstar.

Francis O'Hara, Belmullet, Co Mayo, Ireland

I've a good old 286 and I've heard that you can upgrade this to a 386SX by 'simply' replacing the chip! If this is correct is it just a case of taking one chip out and putting another in its place? Where could I get the chip from and approximately how much would it cost?

Simon Williams, Sychdyn, Clwyd, Wales

Kingston Technology produce a range of modules that just clip over the processor. There is a model that takes some 286s to 386SX but it is very machine-specific, and I don't think Goldstar is supported. Kingston also produced one that takes a 286 to a 486SLC, again depending on computer type. Call Powermark (081 951 3355) for details. The modules cost about £200 (286 to a 386SX) or £380 (386 to a 486SLC).

If that won't work you will have to upgrade by fitting a new motherboard. Expect to pay between £200 and £300 for a 486SX/25, and £400 or more for a 486DX. Before you buy a new motherboard make absolutely sure that it will fit your computer. **MB.**

True Patriot

I recently purchased *Patriot* and found that I needed a VESA driver. After trying the drivers included with the game, I phoned Olivetti who said that neither they nor Cirrus supply VESA drivers for my machine, and that the only way I would be able to play *Patriot* is to buy a compatible graphics card that would disable the old one.

Do you know of any way round this or do I have to buy one of these 'compatible cards'.

J C Hill, Ashford, Kent

Laurence reviewed this in issue eight and he didn't have to do anything weird with video drivers. Patriot comes with its own generic drivers and so long as you're video is a SVGA, and your card can support 256 colours at 640 x 480, there shouldn't be a problem. But there is, you cry. Yes, in a few cases Patriot can't detect the card's VESA ROM BIOS. The way round this is to load a TSR driver. I'm sending a copy of the UNIVESA driver. If you have Sim City 2000 you will find a copy in the VESA/UNIVESA directory. MB.

conventional memory dropped all the way below 450K just by typing these two files a couple of times. I recommend this fantastic trick to anyone out there who wishes to perform the 'Memory Disappearing Act' in less than five moves.

Anyway, my friend tried both games out on his 386DX/40 with 4Mb of RAM and they worked perfectly! Is it my RAM chips that are calling the problem, since all other big games such as *Syndicate*, *Serpent Isle*, and *Shadowcaster* work perfectly on my PC?

Please could you print this letter and solve my problem, because I suspect there are lots of PC users out there who are experiencing the Memory Disappearing Act!

Calvin Chow, Islington, London N7

After I wrote about *IndyCar* in issue 12, I got a very interesting letter from Miles Osborne. He had experienced problems with the game and found out that it was because DOS Extender 1.94 did not work on all systems. Miles found problems with *IndyCar* and a 'shareware game'. You don't say what make of computer you have, but problems have been reported with Acer and PCU. A patch is available for *IndyCar*, which updates it to v 1.02x (x=e English, x=g German, x=f French) and solves the problem.

DOS Extender is really just a form of memory manager. You have an early version and should get version 1.05 or above. Call Virgin (081 960 2255) for the *IndyCar* patch; *Doom* is at v 1.1 and v 1.2 is due soon. That should be the end of your problems. MB.

DIY PCs

I HAVE been told that it's possible to build your own PC. Just by collecting the various bits (and PCs ho, ho) you can build a fully-functioning 486 DX2-66, SVGA, 10Mb RAM, 10Gb HD for under a tenner. Well, perhaps not quite, but you can save money. Anyway, if this is the case, what bits do you need, where can you get them from and do you need a PhD in Electronic Engineering to do it? I'm stuck with a 386SX/20MHz that my mum borrows from her office. This wouldn't be so bad if I wasn't hooked on high-end flight sims (ever completed *Strike Commander* on a 386?). I seem to be buying games that need 486 ninja-killer-hyper-mega-death-acid computers to run them at anything like their full potential. I don't get a huge wad of pocket money, so, how much, approximately, would it cost to build my own little 386?

I read your review of *Rebel Assault* and thought it would be good to get a CD-ROM drive. I was thinking of sharing one with a friend. Bearing in mind the computer set-up, what would I have to get to run *Rebel Assault* at a decent speed? Finally, what kind of set-up would you recommend for a person who runs their own business and wants to do mainly wordprocessing work?

Robert Watson, Pollokshields, Glasgow

P.S. I have seen an advert for a Panasonic CR562B CD-ROM; what would *Rebel Assault* be like on this?

I doubt very much whether you can save money by building your own PC. Unless you've got quite a few of the bits already it will cost you more than buying one from a

retail outlet. One of the reasons is that labour costs are the smallest ingredient of a PC's price - it's only poor sods in Taiwan on piece rates after all. The only motives for building your own are the satisfaction of doing it and the knowledge that you will get a system that's just what you want. The latter is not to be ignored while many PCs are still designed as primarily business machines. So you won't save money but you might have fun. PCs are easy to build and there are a number of books to help you. Try *Build Your Own 486 And Save A Bundle* by Audrey Pilgrim (Windquest £16.95) - Computer Manuals (021 706 6000) will have a copy. Or PC - DIY by Roy Bunce (PGP Computers, Unit 8, Luccombe Business Centre, Milton Abbas, Dorset; 0258 881 155). Scout around for cheap components (but be sure they work!).

I don't think building a 386 is a good idea: the high-end flight sims that interest you need a 486 - and we get some in that are jerky even on that processor. Besides which, the 386 has just about had it as a games machine.

Most CD games need a minimum of 150Kbps transfer rate and some games are now specifying double-speed drives (a double-speed drive is one that spins twice as fast giving sustained transfer rates of 300Kbps). *Rebel Assault* will run on a single-speed 150Kbps drive as long as you've got a good processor, like a 486. If you're going to share the drive with your friend you'll need an external drive - make sure that it doesn't require an internal card to be fitted, otherwise things are going to get a bit fiddly. Remember you can vastly increase the performance of a CD drive with a caching program like Cacheall (£69.00 from Fox Lane Computer Products 081 882 1874).

If a computer is to be used solely for wordprocessing, then the choice is vast and cheap. A 286 or above should be perfectly adequate. Remember the old advice and buy the computer for the software. Decide which wordprocessing package you want to run, check the machine specifications on the back of the box and that's your baseline. Hunt through the ads in *Computer Shopper* for bargains.

The Panasonic CR562B CD-ROM is a marvellous performer which uses an AT controller rather than the more flexible SCSI interface. Deputy editor Laurence 'Larry' Scotford has one, which he bought with his own money and everything. MB.

Premier Problem

I RECENTLY added a Sound Blaster v 2.0 to my PC. It has been great and has worked fine with all my games and other programs. That was until I bought

Premier Manager by Gremlin Graphics. When I first loaded it up I got the music from the Sound Blaster and thought this was fine. Then I read the readme file which said that if I managed to scrape together 609K conventional RAM I would get added sound effects. I managed to get the RAM together, but to my dismay I still only had my music and no effects. As the game didn't seem to like my mouse much either (which is Microsoft compatible) I returned the game. However, I still don't have special effects.

When I exit the *Premier Manager* I get the following message:

ERROR

FREE MEMORY = 15088

SOUNDSOURCE = SOUND BLASTER

FX DRIVER DMA FAILURE

Can you please tell me how to rectify this problem as I don't know much about soundcards. Can you explain what IRQ and DMA mean, as they crop up in the set-up of the Sound Blaster and aren't very clearly explained. As I said, my Sound Blaster works fine with everything else and I would have thought it was something to do with the game. However, this 'fx driver' seems to have something to do with the Sound Blaster itself.

Could you also tell me how to get your excellent *Seal Team* demo to run on a 286. Will it run on this machine and, if so, how do you allocate enough EMS. I read the solution to this if you had a 386 but how do you do it on a 286?

My machine is a 12MHz 286 PC with 2Mb RAM.

Stuart Miller, Skeene, Aberdeenshire

Premier Manager needs the IRQ setting to be 5 or 7, so try that first. Otherwise, your version of Sound Blaster may be different from the original hardware specification. Look for a file called CPVOICE.DRV in the *Premier Manager* directory. This is the sound driver. Replace it with the file with the same name on the disks that came with your soundcard.

You will see a line in your AUTOEXEC.BAT that sets the sound card options; it starts off 'SET BLASTER'. The SET BLASTER line means the following:

A 220 (Address)

I 7 (IRQ; 2, 5 or 7)

D 1 (DMA channel; 1 or 0)

T 3 (Type; Sound Blasters are 1 (old) or 3 (new), Sound Blaster Pro is 2 (old) or 4 (new), Sound Blaster 16 is 6 and any clone is 1. MB.

Speccy Emulator

I READ your column in December's *PC Zone* (issue nine). The part I want to refer to is the letter from Jamie King 'A Speccy Writes' about emulators. I'm especially interested in Amiga emulators because I have Norman Lin's MOD-editor and I want to play some real Amiga modules. What you tell me where I can get such an emulator, what is it called, etc?

De Prince Jeffrey, Oostende, Belgium

There is a shareware Amiga emulator called which I first came across on the CD compilation *Hot Sound And Vision* (reviewed last issue). It's limited to reading floppies. As I said in my reply to Jamie King, emulators are rare and limited in their scope because to work, they must trespass on the manufacturer's code. MB.

TROUBLESHOOT

The HackMasters™ are still on holiday due to the energy-sapping HackMasters™ Conference. To fill the void of their absence, the TruePlayers™ have taken it upon themselves to destroy a selection of current arcade adventures whose tricky arcade bits and puzzley, adventurey sections have caused frowns of consternation on the faces of TruePlayers™ the world over. Last month we had the first parts of solutions for *Sam And Max*, *Alone In The Dark II*, and *Star Trek II: Judgement Rites*. The TruePlayers™ continue this part with the second and final instalments, pausing only to take a swipe at that puzzler of puzzlers, *Hand Of Fate*.



Phone: 071 917 7689
Ask for TruePlayer™ Tips
from 2.00pm to 6.00pm
on Wednesdays only.

No other magazine can offer this kind of free service. Complete solutions, maps, cheats, hacks and all sorts of gamesplaying tips for all the latest games will be on offer – from a real person, not an answerphone.
 Just ring and hear us sing.

The TruePlayers™

Star Trek II: Judgement Rites

PART TWO



LAST MONTH, we spoiled the first four missions of *Judgement Rites*. Allow Aidan Reeve, then, to beam up into your living rooms and dole out the complete, microscopic, absolutely one-hundred percent, stage-by-stage spoil for the remaining four.

Episode five: Voids

After the rough ride, you find yourself on the bridge of the Enterprise looking back from the view screen. Talk to all the bridge crew and then use Spock on his computer console three times, talking to him in-between. Spock then volunteers to transport first. Let him and you discover that alien life forms are involved.

Use the science station again and Sulu will open up the turbolift escape route. From the main schematic screen select Auxiliary Control and enter that area. The Vurian will bounce you out – now use your communicator and speak to everyone: Scottie to transfer power to the shields to keep hull integrity up to at least 85% and McCoy to suggest the medical scan. Use the red phaser on the door to Auxiliary Control to make an eye-hole and then use the medical tricorder on this to obtain a scan of the Vurian. Now take this to McCoy in Sick Bay and he will analyse it, producing a method of putting the Vurian to sleep. Take this to Engineering and install it in the equipment to the right of the stairs. The

Life Support control panel is off to the left. Use this to introduce the gas into Auxiliary Control. Return to Auxiliary Control and this time when the Vurian phases out the sensors record the co-ordinates he has beamed to. Go to the transporter room and the chief will send you there.

You are now in another dimension and should use the two tricorders on everything. Your aim is to rescue Spock, but first you need to speak to the Vurian. He will summon the Savant who is to be found off to the right. Pick up the bag and chat with the Savant, but do not push him too far at this stage. Walk off right to find Spock. Talk to him and break the mind meld. Return to the Vurian and, as long as you have the pouch, pick up the blue gems (having used the tricorder). Return to the Savant and make sure you don't abandon Spock or get the Savant to the point of destroying himself. The best way is to use the blue gems to concentrate his attention, then explain about pain and the right of choice. It may take several attempts, but eventually the Savant will see the error of his ways and return Spock.

This is an easy episode in which to score 100% and four points. Voids just needs a patient approach.

Episode six: Museum Piece

Quite an involved instalment involving the combination and use of multiple objects. First you beam down to the museum and meet the curator. You then wander around until you either try to enter Room 11 or

(Above) *Judgement Rites*. Faithful to the original. Rite (ha) down to the curly-haired transporter chief. And did you know that Nurse Chapel in *Star Trek* was married to Gene Roddenberry, and then went on to be Luxwanna Troi and the 'computer voice' in *The Next Generation*?





wait for time to elapse. Back in the office you witness the terrorists, but without Bones you cannot do much for the unconscious Curator. Search the office thoroughly. You need the decanter and tray on the table, the lance from the knight, and the bottle from the alcove. This reveals a note with the main security access code. There's a button under the curator's desk which opens the door – use the knight to wedge it open and enter Room Five. You cannot enter Room Seven so the first main task is to construct a weapon that will breach this door.

Scotty is the real star of the show from here on, so take 'you' to mean 'use Scottie.' Try to use Kirk to open the door by keying in the security code (V V S O P 2 1 2 3). This will fail and Kirk should now speak to you (you will suggest a solution). Examine the phaser cannon and you'll come away with two capacitors which can be charged on the table. Now use the Niven machine to obtain the interface cable and the heat-resistant wiring. Next, examine the Klingon control system – the capacitors should be charged soon afterwards. Take one of the capacitors and head south-east to Room Six (use the access code above). In Room Six use the capacitors on the Docking Ring to get the magnets, and again on the escape pod to get the cover panel. Use the charged capacitor on the Green Mark VI robot. When it packs up get the red wiring and use Kirk to get the capacitor back. Return to Room Five. Recharge the capacitor and then make sure that you have the following items on the table: two charged capacitors, the magnetic clamps, the red wiring and the lance. Next, use the interface cable on the Klingon control-panel and then use Scotty on that machine. If you've got it all right the lance will shatter the door and you can enter Room Seven – pick up the capacitors first!

In Room Seven take the gas canister. This can be used as one way to 'solve' the episode but it will not give you full points. Enter Room Nine and take a fragment of the crystal. You need to open the panel on the large exhibit, but it's wedged shut. Use one of the capacitors on the Dunkelberger Mark XII and then use Scotty to tell it to open the hatch on the other exhibit. Once the panel is open you should examine it at regular intervals as you use the Cognac, the silver tray and finally a capacitor. This will be charged up and then removed together with the tray. Return to Room Seven and examine the transporter machine. Repair it with the heat-resistant wire. Look at the transmitter. Use the crystal and the silver tray to jury rig a radio. Now you can proceed in one of two ways: either use the

capacitor on the transporter to send in the gas or, for a higher score, use the capacitor on the radio and speak to the terrorists. The trick is to agree that they have a grievance and to offer them a guarantee. If you pick the right phrases they agree to surrender and you'll score the full 100% and four commendation points!

Episode seven:

This Be Madness

Having received your orders proceed as directed and take out the Romulan Rebel – another four Warbirds will arrive but they accept the position and should not be antagonised. The main aim is to find out who or what is controlling this huge spaceship, and to try to help everyone else along the way. The Klingons are their usual charming selves but must be tolerated at all costs to complete the mission – bite your tongue and humour the warrior race!

When you arrive at the Alien spaceship, beam over and note that the Klingons will join you shortly. Everyone on the ship is a bit touchy and should be treated with care. Use McCoy's and Spock's tricorders liberally and speak to everyone. Uhuru is the right choice to speak to the King (any self-respecting Trekkie knows her background) and he'll then vacate his throne. This allows you to use the switch behind it, which in turn gives you a strip light. Go further west into the food preparation room. Talk to the woman and console her, noting what she says about the plants. Go west into the plant room and examine the top container in the left-hand row. Take this over to the operating bench and get it analysed. Use the red phaser to sterilise it. Next, head north and talk to the spaced-out lady. Use Spock once in one of his Vulcan mind melds.

Go east four times into the playroom area. Try to talk to Tuskin and his guards. Take the teddy-bear and then use Spock to play chess and win the toy. Return west and speak to both the King and the boy. Head towards Jakesey and swap the teddy to get the blocks. Tricord these and then go back to the plant room. Fill the container with the fluids and blocks, then red-phaser them a touch to make the correct solution. Replace the container and come back a bit

later for the fruit. Show this to the sad woman and then go to her son. Tell him it's okay and he'll give you some rotten food. Give him the fruit to set a flag involving his mother. Head back to the food area and use the rotten food on the right-hand computer. Reply 'Yes' to the question and take this preparation to the analyser couch. Again reply 'Yes', and when this concoction has brewed get a 'neat' parcel of food from the food dispenser. Give the drugged food to the woman and she agrees to help you.

Go back to the playroom and offer Tuskin the other food you have. Mol will appear and give him the drugged food. Green-phaser the big guard and talk to the other one. You can now convince him to help and open up the computer area. Once at the computer, attempt to use the lightbar and wires – you must show Klarr the strip light to get what you need. The



Brassica raise their florets again. Review all the information, use the crystal item when it appears and then try to enter the portal – Spock may be needed to persuade the Klingon guard to take a nap! This completes Episode Seven and leads directly into...

Episode eight: Yet There Be Method In It

The final instalment is little more than a series of questions that have to be answered by the appropriate person. If you get this part correct, then the penultimate test from the Brassica will leave two members of your party in a dilemma. For those not wishing to spoil the conclusion do not read any further – for the remainder here is the complete list of answers:

Answer as follows: 1. Uhuru (woman) 2. McCoy (doctor) 3. Spock (illogical) For the fourth seek an alternative, i.e. do not choose one or another. When you finally meet the Brassica take the paralense and give it to the Klingon captain.

(Above) This is the, er, bridge where all the battles take place
© Unimaginative Captions plc.

Alone In The Dark II

Y

OU SWOONED at the arrival of *Alone In The Dark 2*. Gasp! At last month's teasing first instalment of the TruePlayer™ solution. Andy Clerkson doesn't

give you time to pause for breath as he utterly spoils one of the best adventure games of all time.

Ground floor

For those who have just joined us, we've negotiated the maze, found the underground passage, broken into the basement and just picked up the Santa Claus suit (last issue). Go up the stairs and take a sharp right (don't worry about the li'l chef guy) then right again. Don't cross the path of the statue, but wait, facing the open door to the kitchen. Hang around for the chef to come back. When he comes up just behind you, make a run for the open door. He follows in your footsteps and the statue throws its trident and takes him out.

In the kitchen, take the frying pan and eat the eggs and bacon. Run over to the chef and give him a good beating with the frying pan (try and trap him in a corner). Chef dead, take the wine and the poison and use the poison to make poisoned wine.

Leave by the open door and place the poisoned wine in the hatch in the double doors on your immediate left. Two zombies stagger out and die (poisoned, you see). Put the two coins in the juke-box type thing. This opens the door and a gold doubloon appears on the floor behind you. Pick it up and head into the room that has just been revealed. Pick up the tommy-gun, charger, and bullet-proof clip (don't use the charger or vest yet). Go back to the statue and take the crown from its head. Now go upstairs.

Upstairs - landing

Kill the two gun-toting zombies. Go through the door, turn right and open the first door on the left (the billiards room). Pick up the Derringer (your Thompson has jammed) and kill the zombie. Take the sword he drops, as well as the book and piece of parchment from the bookcases at the back of the room. Go out and turn left to the bedroom.

Fight the sword-wielding arms with the sword (the best method is to lunge in at them and then backtrack, lunge and backtrack, lunge and backtrack, etc.). When the arms drop off take the parchment and join the two pieces together. Place the crown on the head of the white bust and go

PART TWO



into the adjoining room. Pick up the amulet and you're off on a levitational ride to the attic.

Attic

Pick up the piece of paper and flask. Leave the room and kill the karate zombie in the sharp suit (he leaves a grenade behind), and the fat guy with the gun (he leaves a key). They're difficult but killable: try to fight with the white-suited chap between you and the big mutha and they'll accidentally hurt each other. Go to the chest and you're automatically given a tommy-gun and charger. Go into the open room. Put the doubloon in the jack-in-the-box and take the pom-pom. Open the door and throw the pom-pom into the conservatory. The spooky clown goes after the furry ball, gets all tangled up and dies. Now prepare yourself: put on your body armour, throw the grenade down the chimney (this kills a zombie down there) and jump down.

Ground floor revisited

When you land, whip the tommy-gun out and shoot 'em (run away and use the doorway tactic). Kill the three zombies and take the red ball from the Christmas tree. Go back upstairs to the billiard room.

Upstairs - billiards room

Put the red ball in the machine by the billiard table (cue nice animation and the opening of a secret door). Go to the revealed door and open it with the key from the attic. Bingo! The lights go out and you're trapped in a cell. Next you see Grace (but can't reach her) and One Eyed Jack. He gives his life-story spiel. Grace toddles off and Jack follows her.

Use the Music Man's hook to pick the lock on the green door and head back downstairs towards the kitchen. Before you get far, old hag Elizabeth gets you in the voodoo levitation grip and goes through the whole life-story bit as well.

Grace

You awake in the ship and can consider yourself captured. Carnby's shackled up and you've switched to the adorable Grace Saunders. Push the little board away to get out of the cell. Go through the hole and pick up the sandwich, the pepper and the bird seed. Give the bird seed to the parrot which will tell you that the Captain's staff is in the Captain's cabin. Smart bird.

Go out the door and turn left. Skip down the corridor and duck into the hole on the immediate right until the pirate walks past. Once he's past, quickly double back on yourself and go up the ladder at the far end of the corridor. Go up the next ladder to the deck. On deck you must be careful not to disturb the pirates. Go to the right of



the screen, around the outside of the crates, hugging the sides of the ship until you reach the second open hatch. You are safe behind the barrel by the hatch but you need the tinderbox lying next to it. This is an incredibly delicate and precise



(Top left) If I had a missing eye, I'd use a velcro patch attached to my eyebrow rather than have a stringy great strap across my slap. (Middle) If I had a hairstyle, I'd make sure it didn't look like a television. (Above) And my bathroom would be clean too.

operation; move too close to the pirates and they will find you so get your angle of approach just right. Take the tinderbox and hightail it down the hatch.

Captain's cabin

Get the Captain's staff from the cupboard by the bed, pick up the crystal vase from the shelf and take the little cannon from



the little chest. Use the cannon (Grace automatically puts it in the right place), then use the pepper on the cannon. Throw the vase at the door to attract the pirate outside. When he comes in use the tinderbox on the cannon so the pepper explodes in his face giving him a terminal bout of the sneezes.

Go out the door and through the one opposite. Pick up the chicken's foot, ring the bell and get in the dumb waiter, picking up the key in there on the way.

House kitchen

Use the key on the sideboard on the right to open the door. Take the ice box and the molasses and head to the far door (next to the table). Go out the door until you hear the zombie coming. Go back into the kitchen and place the molasses in the doorway with you in the kitchen. The zombie gets stuck in the molasses and you can head the long way round back – through the kitchen and two rooms with Christmas trees – to get back to the hall.



Handy Hints

1. The best way to kill anything (especially if you don't have any bullets) is to run around a corner or through a doorway and hit them as they follow you out. Shooting zombies is cool, but there's no substitute for getting in amongst it with a frying pan and cutting board.

2. Read all the literature carefully as many hints and tips are contained within.

3. Drink all life-giving perfume since there are loads of tough cookies out there.

(Above left) Furthermore, if I was a clown, I wouldn't conform to a stereotypical image. (Below left) And I certainly wouldn't leave dead fat men around my house. (Bottom left) And, come to think of it, I certainly wouldn't leave specimen jars on my mantelpiece. Whatever happened to standards in this world?

upright bed (it looks like a wardrobe) on the wall of the corridor. Then come back to the music machine, put the token in and the zombie will come. Skip back round past the teddy-bear. When the zombie reaches the bear, the bed will fall and squash him (this doesn't always happen and the zombie might just get stuck by the bear – if he does just walk around him anyway). Head to the kitchen, ring the bell and go back down in the dumb waiter. Back on the ship you get caught (again).

Carnby's return

You're controlling Carnby again in the brig. Reach down with the right arrow-key and pick up the key. Use it to get out of the chains. You'll have to engage in unarmed combat with the zombie, but judicious use of the head-butt sorts him out. Take his sword. Go through the door and swashbuckle it up with the next zombie (you're probably low on life so use the doorway tactic again). Take the flask – you need it – but the Tommy-gun is no use against pirates.

Head out to the passage, sword in hand, and kill another zombie. Take his pistol and fuse. Go left (as you come from the parrot's room) and into the room at the end of the corridor. Run in, turn right, trap the shooting pirate in the corner and stab him to death with the sword. Pick up the life and pistol bullets when he dies.

Go to the room next door. Kill Peg Leg, pick up the chain-mail shirt, another pistol and more ammo. Push the barrel in the far corner out of the way and pick up the bottle and second suit of chain-mail. Throw the bottle and get the parchment inside.

Go back out into the corridor and left. Kill yet another zombie and go into the room with the forge. Kill both the zombies, get the key from the corner, the pliers and the burning poker.

Use the key on the one remaining door. You might want to don a chain-mail overshirt here as the zombie coming at you is a nifty sword-smith. Kill him and take his barrel of gunpowder and book. Go up the nearest ladder.



Go back upstairs to the landing. There's a zombie here, so place the ice in the doorway – he slips and dies. Head into the billiards room and take the token from the billiard table. Go to the Captain's room and walk to the far side of the chair by the desk.



Use the Captain's staff to get a key and book. Now go to the little annex room where Carnby found the amulet. Use the Captain's staff while standing on the central square and it transforms to a Loa staff and transports you back downstairs to the hallway.

Go to the room with the music box and place your teddy-bear down near the

Next level

Enter by the door on the right (room with a cannon). Kill the sleeping zombie and take his ammunition. Use the pliers on the cannon's chain. Push the side of the cannon to move it away from the wall and put the short fuse in the cannon. Go to the bunk room directly opposite and place the barrel of gunpowder down just inside the doorway. Go back to the cannon and use the hot poker. The cannon goes off, and every single one of the snoozing zombies dies in bed. Go back in the bunk room and take the sack of gold and flask.

Go to the closed door next to the cannon room and use the gold. This attracts the two little boys. Kill them and go into the galley (from whence they came). Take the flask, go into the adjoining room and kill the head chef. Pick up the metallic Jack of Diamonds and use it to open the door to the captain's cabin (opposite galley). Cue speedy synth music and you're stuck on the ceiling again.

Grace part deux

Just in the nick of time, in wanders Grace. Use the Loa staff on the captain's statue and the door will open. Toddle bold as brass up to Elizabeth's table and use the chicken foot. Lizzy gets a taste of her own medicine, Grace ends up on the lifeboat and Carnby hits the deck.

Back to Carnby

Get the hell out via the nearest door before the funky phantom gets you (he can't be killed). Head up the far ladder to the deck. Put on your last chain-mail shirt and fight your ass off with pistols, swords, the lot. Kill the Music Man and take his hook, then do away with the two cronies. Head up the mast to slaughter the fat guy. Use the hook to slide down to the other mast and have an acrobatic duel to the death with Billy Smart's Circus zombie (the safest way to kill him is with the pistol, if you've managed to save any bullets). After this zombie has been killed and fallen off the mast, you can jump off without dying (I don't know why).

Pick up Captain Nichols' sword. Run to the main mast and use the pliers to free little Grace. Next, run over to the cannon facing the mast – you don't have to really do anything to it but this stops it firing and blowing you up before you get a chance to finish. All that's left is a pretty pedestrian sword fight with Old One Eye. Just keep hacking, he's really a crap fighter, but there is the added excitement of having to kill him twice. When he's dead, watch the credits role. You and Grace are reunited. Ahhhh! Alone no more.

Sam And Max

PART TWO



AT THE END OF LAST MONTH'S EPISODE, Sam and Max had just recovered Shuv Oohl's mood ring from the Ball of Twine. S. C. Vallender finishes off

what he came here to do. Apologies must go to all those unsung TruePlaying™ heroes who sent complete solutions to this little riddle 'em-up (all 53 of you).

Mystery vortex #2

Return the mood ring to Shuv Oohl and ask him about it. Shuv will tell you about Frog Rock and how you need three samples of hair. Part one includes details of all three (the Carnival, the Dunk Tank and the upside-down room in the Mystery Vortex). You will need these and also the mole dust that he gives you. Now head back to the Ball of Twine to work out the position of Frog Rock.

Ball of Twine #4

Go up to the top of the Ball via the tram and the elevator. At the observation platform get the loose wires and use them on the binoculars. Use the fish-eye lens (from near the Carnival Whac-a-Rat) on the binoculars and then move them around until you see Frog Rock. The mouse buttons control the binoculars. Once you find Frog Rock its position appears on the map and you can travel there by car.

Frog rock

Go east on arrival. Use the three hair samples and the mole dust on the rock. After the show Bumpusville is revealed – go there next.

Bumpusville #1

This is a great location taking a not-so-quiet poke at Gracelands. Try the wishing well

outside and then enter the house. The mansion is alarmed, so taking the wrong objects or triggering the sensors will cause Sam and Max to be rapidly evicted. All these 'mistakes' are non-fatal so try them all out for amusement value and to make sure that you experience everything in the house. To complete the house you need to go left from the hallway and look at and then take the painting of John Muir. Now go off to the right of the hall and into the car bedroom. You do need that wig but can't get it yet. For the moment, take the pillow stained with hair tonic. You need to be able to re-program the cleaner droid so, while you're near the pillows, use the golf ball retriever on the bookshelf above the door (this is a tricky part of the game, and easily overlooked). You then read up on droids and can now search the house for the cleaner.



head east and then north into the room with the Virtual Reality helmet. In Lee's absence you can now try it out and enter a Virtual world. Save your game at this point as this section may take a couple of attempts. Grab the sword and use it on the Dragon. When you get it right a heart appears and you end up with a key. Lee returns and asks you to leave – head off to the far west and after the concert and Bumpus' exit use the key to disarm the photo-electric cells. Bruno and Trixie now come out of their trance and open up the Jungle Inn location.

Jungle Inn #1

Go into the Inn and talk to the Bigfoot guard. You won't be

able to enter the convention room but give the bouncer your rasp file. This solves his problems, so now speak to the film-star receptionist. As you finish your conversation she gives you some brochures which open up another two locations.

Dinosaur tar pit

Go north and then right at the Tar Pit. Use the elevator and, at the top, assemble the cup (from Snuckeys) with the golf ball retriever ensemble. Use the changing screen to don the bungee gear and then use

Use the droid (love the *Star Wars* spoof) and you will then be able to program it to clean only certain parts of the house. When you get the wiring diagram, disconnect all wires except the blue wire – this forces the robot to clean the green-coloured room. The droid now triggers the photo-electric cell alarm and Lee will run in to find out what's happened. Now, from the hall,

(Left) Max the rabbit. (Above) The mad scientist. (Top left) Spot the drip. (Top right) A game played by one person and a hammer.



Hand Of Fate

PART TWO



the rope. As you bounce up and down use the golf ball retriever/cup on the pool to get a container of tar. At the top, use the screen and elevator again, and back at the pool go left to the dinosaur park. Use Max on the mammoth to get some fur and use the intercom on the T-Rex. When his mouth is open use the piece of twine, fastening it on a tooth, and then use Max on the other end of the rope. In classic Paleface style this removes a dino tooth and allows you to move on to...

The Celebrity Vegetable Museum

Move off to the right and talk to the store keeper. Give her the painting of John Muir and take one of the Bumpus vegetables. Now return to the car and, when the map comes up, return to the museum. Go back to the old lady and collect your Muir vegetable. Now return to Bumpusville.

Bumpusville #2

Return to the bedroom and use the Bumpus Eggplant on the toupee. (Seem familiar?) You get thrown out by Lee and now its time to gatecrash the notorious Big Foot convention.

Jungle Inn #2

You need to disguise yourself as a Bigfoot, so combine the tar, mammoth hair and Bumpus's toupee with the stilt-walker costume. Use this when you're in the foyer

and pop into the cupboard to change. This allows you to enter the party. Take the bottle of wine and walk through the door to the right of the stage. Take the ice pick and try to return to the convention - Lee and Conroy will stop you leaving and try to capture you as a Big Foot. Talk to Conroy and then enter your inventory and use the costume again, but this time take it off and the villains think up another scheme. Use Max to close the freezer door and once they're banged up the Big Foot Chief appears and makes Sam and Max honorary Yeti chiefs. Listen to what he has to say: your final quest is to solve the mysteries of the Totems. Speak to Bruno (painful!) and then go north-east from the Totems to speak further with the Chief. He will give you clues to the items required, but by now you should have all four, albeit one of them which needs some further treatment. Three of the four items are the dino tooth, the John Muir Vegetable and the hair tonic soiled pillow. The fourth object is the sno-globe that needs to be repaired.

Ball of twine #5

The globe needs a stopper - the cork from the wine bottle is spot-on, but you need to open it first. Go and see the Swami in the Observation lounge and give him the ice pick. He will bend this into a corkscrew which will remove the stopper. Use this on the Globe which now needs to be filled.

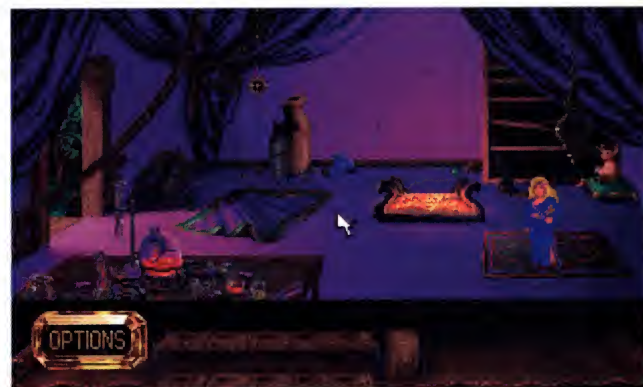
Mystery vortex #3

Go back to the upside-down room and use the mini-vortex. As it's running use the corked Globe on the vortex to fill it with Mysterious Vortex. This completes the four objects you need to solve the Poles.

Jungle Inn #3

The final sequence. Go to the Chieftain to the north of the Totem poles and give him the four objects. He takes each one and administers it to the pool and now you can sit back and watch the happy ending...

NOTE: This solution does not cover each and every object and sequence in *Sam And Max*. There are many diversions and, of course, sub-games which add a great deal to the gameplay. Try talking to and using almost everything you see to fully enjoy the *Sam And Max* experience.

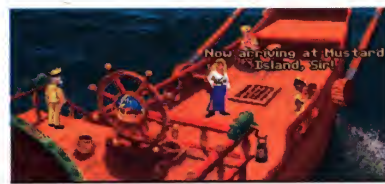


(Above) Well that's the last time I invite that Dr Jekyll round for a potion tasting.

LAST MONTH we were just on the brink of zipping off to Volcania; this month we're actually in Volcania. Not a particularly tricky game this, but substantial enough to give a few good TruePlayers™ Sunday afternoon ague.

Volcania

Pick up everything you see (starfish, sand dollars, rocks and seashells) and stash them in your newly eviscerated inventory. Go east and encounter an elderly couple. Chat to them and they'll offer you a map to the centre of the world (for a price). Stroll around Volcania, chat with Jessica, ignore the man at the desk and the man on the couch

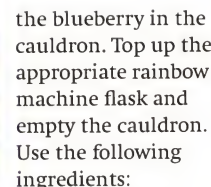


and then return to the couple. Buy the map for six sand dollars, and they'll ask you to register a sand stone. Pay them six starfish and then they'll request you buy insurance forms for six seashells. Once you've forked this out, they'll tell you to jump down a vent. Jump down one of the hot-air vents



to find yourself in the lava cavern. Pick up the two rocks and go west to find a flask. Head east until you reach the stick. Take it, go east and cross the green bridge. Climb the green steps until you reach the lead heart. Turn it into gold with the alchemist's magnet and then throw the stick twice to the baby dinosaur. Nip over the geyser and grab some black pebbles, picking up a third rock en route. Return to the T-Rex and grab some crystal fuzz from the palm





Return to the wheel and put the gear on the spindle. Use the stick to lever it into place. When the Hand attacks, move left. Do this twice. The third time Marko will be free. Click on the Hand and you'll have saved Kyrandia. Hurrah. 

...ON TIME!

...nothing!

Call Mike Shepherd
NOW 071-631 1433

Calls to 0891 990 505 charged at 39p per minute cheap rate, 49p per minute all other times.
Trevan Designs Ltd PO Box 13 Aldershot Hants. GU12 6YX

CBS 131 NW6 6RG

**THE BEST
VALUE AND
THE BEST
SERVICE**

1. CREDIT CARDS ARE NOT CHARGED UNTIL GOODS ARE DISPATCHED.
2. THE CUSTOMER IS ALWAYS INFORMED WHETHER GOODS ARE IN STOCK OR NOT.

SPECIAL OFFER

PC TITLES

CD ROM TITLES		RING WORLD		BURNS RUBBER		ISHAR 2		SILKLOCK HOLMES THE LOST FILES	
THE GUEST & DUNE	£CALL	RING OF THE ROBOTS	£22.99	CAMPAGN	£19.99	JACK THE RIPPER	£29.99	SIMCITY 2000	£24.99
10TH ANNIVERSARY	£CALL	RYDER CUP	£22.99	ANNON PODDER	£24.99	JAMES POND 2	£19.99	SMCITY DELUXE	£19.99
ADVANCE	£CALL	SAM & MAX	£29.99	CAR & DRIVER	£24.99	JURASSIC PARK	£22.99	SIM FARM	£22.99
ALONE IN THE DARK	£29.99	SHADOW OF THE COMET	£29.99	CARRIERS AT WAR 2	£CALL	KINGS QUEST IV	£22.99	SIMMER THE SORCERER	£22.99
BATTLE CHESS	£55.00	SHYRAK & HOLMES CONSULTING DETECTIVE 1, 2 OR 3	£29.99	CHAMPIONSHIP MANAGER 93	£18.99	LANDS OF LORE	£22.99	SINK OR SWIM	£17.99
BATTLE STEEL	£29.99	SHR TLE	£34.99	CHESS MANIAC 5 MIL 1 - 1	£27.99	LEMMINGS DOUBLE PACK	£24.99	SPACE CRUSADE	£19.99
BENEATH A STEEL SKY	£39.99	SPELLCASTING TRIPLE PACK	£25.00	CHESSMASTER 3000	£23.99	LEMMINGS DOUBLE PACK	£24.99	SPACE FIGHTERS	£19.99
BLOOMING	£29.99	STAR TRIP 25TH ANNIVERSARY	£CALL	CIVILIZATION	£24.99	LINKS 360 FORTS	£28.99	STARLOCKS	£29.99
BLITZ FORCE	£29.99	STONE MASTERS	£29.99	COMBAT CRIMINALS 2	£27.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
BUT A SILENT SERVICE II	£29.99	SUPER STRIKER COMMANDER	£32.99	COMMANCE MISSION DISK 1	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
CAPITOL HILL	£29.99	SYNCHRO HARBOR WINDOWS	£39.99	COMMANCE MISSION DISK 2	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
CHALLENGER (PC TITLES)	£29.99	TFX	£31.99	COMMANCE MISSION DISK 3	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
CHESSMASTER 3000 PRO	£35.99	TORNADO	£27.99	COMMANCE MISSION DISK 4	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
CRITICAL PATH	£29.99	ULTIMATE CYBER RACE 1 & 2	£36.99	COMMANCE MISSION DISK 5	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
CYBER RACE	£31.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 6	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
DEMONS GARD	£29.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 7	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
PARKS IN SHATTERED LANDS	£29.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 8	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
OF THE TENTACLE	£29.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 9	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
DRACULA UNLEASHED	£32.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 10	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
DRAGONSPHERE	£34.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 11	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
ERIC THE UNDAID	£23.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 12	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
EYE OF THE BEHOLDER TRILOGY	£23.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 13	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
FANTASY EMPIRE	£23.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 14	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
FLIGHT SIM TOOL KIT	£31.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 15	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
FIFTH	£29.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 16	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
GABRIEL KNIGHT	£29.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 17	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
GORDON'S	£29.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 18	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
GOLDEN 7	£29.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 19	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
GREAT NAVAL BATTLES	£27.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 20	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
GUINNESS DISK OF RECORDS 93	£27.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 21	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
HISTORYLE 1914-18	£27.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 22	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
INDIANA JONES	£29.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 23	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
INDY SPANZ	£29.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 24	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
JOURNAMA W PROJECT	£29.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 25	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
JURASSIC PARK	£22.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 26	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
KITLAND	£35.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 27	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
KINGS QUEST IV	£22.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 28	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
LAVENHUR OF TIME	£29.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 29	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
LANDS OF LORE	£22.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 30	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
LAURA BOW	£27.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 31	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
LAWNMOWER MAN	£35.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 32	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
LEADERSHIP COLLECTION	£29.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 33	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
LEGEND OF KYRANIDIA	£17.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 34	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
LENNING'S DOUBLE PACK	£24.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 35	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
LOCOMOTION	£29.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 36	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
LOOM	£29.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 37	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
LOOM OF THE RINGS	£29.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 38	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
LOST IN TIME 1 & 2	£29.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 39	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
MAD DOG MICRFE	£29.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 40	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
MANS ENIGMA	£29.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 41	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
MAVIS BEACON TYPING V2	£29.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 42	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
MICROSOFT	£29.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 43	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
MICROSOFT ART GALLERY	£35.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 44	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
MICROSOFT BETHOVEN	£49.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 45	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
MICROSOFT BETHOVEN 2	£49.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 46	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
MICROSOFT BETHOVEN 3	£49.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 47	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
MICROSOFT BETHOVEN 4	£49.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 48	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
MICROSOFT BETHOVEN 5	£49.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 49	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
MICROSOFT BETHOVEN 6	£49.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 50	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
MICROSOFT BETHOVEN 7	£49.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 51	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
MICROSOFT BETHOVEN 8	£49.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 52	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
MICROSOFT BETHOVEN 9	£49.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 53	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
MICROSOFT BETHOVEN 10	£49.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 54	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
MICROSOFT BETHOVEN 11	£49.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 55	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
MICROSOFT BETHOVEN 12	£49.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 56	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
MICROSOFT BETHOVEN 13	£49.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 57	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
MICROSOFT BETHOVEN 14	£49.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 58	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
MICROSOFT BETHOVEN 15	£49.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 59	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
MICROSOFT BETHOVEN 16	£49.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 60	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
MICROSOFT BETHOVEN 17	£49.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 61	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
MICROSOFT BETHOVEN 18	£49.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 62	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
MICROSOFT BETHOVEN 19	£49.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 63	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
MICROSOFT BETHOVEN 20	£49.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 64	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
MICROSOFT BETHOVEN 21	£49.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 65	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
MICROSOFT BETHOVEN 22	£49.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 66	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
MICROSOFT BETHOVEN 23	£49.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 67	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
MICROSOFT BETHOVEN 24	£49.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 68	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
MICROSOFT BETHOVEN 25	£49.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 69	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
MICROSOFT BETHOVEN 26	£49.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 70	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
MICROSOFT BETHOVEN 27	£49.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 71	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
MICROSOFT BETHOVEN 28	£49.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 72	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
MICROSOFT BETHOVEN 29	£49.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 73	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
MICROSOFT BETHOVEN 30	£49.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 74	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
MICROSOFT BETHOVEN 31	£49.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 75	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
MICROSOFT BETHOVEN 32	£49.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 76	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
MICROSOFT BETHOVEN 33	£49.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 77	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
MICROSOFT BETHOVEN 34	£49.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 78	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
MICROSOFT BETHOVEN 35	£49.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 79	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
MICROSOFT BETHOVEN 36	£49.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 80	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
MICROSOFT BETHOVEN 37	£49.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 81	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
MICROSOFT BETHOVEN 38	£49.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 82	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
MICROSOFT BETHOVEN 39	£49.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 83	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
MICROSOFT BETHOVEN 40	£49.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 84	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
MICROSOFT BETHOVEN 41	£49.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 85	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
MICROSOFT BETHOVEN 42	£49.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 86	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
MICROSOFT BETHOVEN 43	£49.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 87	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
MICROSOFT BETHOVEN 44	£49.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 88	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
MICROSOFT BETHOVEN 45	£49.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 89	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
MICROSOFT BETHOVEN 46	£49.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 90	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
MICROSOFT BETHOVEN 47	£49.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 91	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
MICROSOFT BETHOVEN 48	£49.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 92	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
MICROSOFT BETHOVEN 49	£49.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 93	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
MICROSOFT BETHOVEN 50	£49.99	WING COMMANDER UNDERWORLD	£39.99	COMMANCE MISSION DISK 94	£16.99	LINKS 360 FORTS	£28.99	STARLOCKE	£29.99
MICROSOFT BETHOVEN 51	£49.								

WORD

processor

SEND YOUR POST TO: **WORDPROCESSOR, PC ZONE, 19 BOLSOVER ST. LONDON W1P 7HJ**



Why do magazines always have letters pages? Is it to allow their readers to express their opinions and

ideas about the key subjects of the day? Is it a way of allowing readers to win a smart piece of software by writing the Letter of the Month? Or is it a cheap way of generating a couple of pages without the need to pay a journalist to write it? Answers on a postcard please.

Disk Share

No, I AM NOT one of those people who write into a magazine to win prizes by sucking up to the journalists (though a copy of *Doom* would be nice). Neither am I some sort of disjointed person wanting to know what to do when cover disks etc. don't run. Since I started reading your magazine I have gained quite a bit of PC knowledge and have avoided becoming a Mr Cursor. However, I would like to draw your attention to the fact that you have stopped putting shareware on your disks. This is terrible. What about doing a few more cover disks like issue nine, where we got loads of shareware games, a beta version of an up-and-coming game and a four-level demo. That's what I like to see.

William Walsh, Worcester Park, Surrey

There is plenty of excellent shareware available, however our readers surveys show that people are most interested in playable demos of up-and-coming games. Therefore these get priority, and shareware is added only to fill the disks. **Ed.**

Critical Criticism

PLEASE KEEP up the level of criticism in your reviews! They are the most important aspect of the reviews, and are one of the things which sets your magazine above the others.

Why is criticism so important? We all know that most games are good, and full of innovations and ideas, but what I really want to know, as a reader of your magazine, is how bad the faults are and what form they take. This information is vital, as it enables game buyers to make informed decisions when buying a game; we know what we are letting ourselves in for, and can thus avoid the otherwise inevitable disappointment. It is actually less

important to know the good points of the game, since an unexpected bonus is a pleasant surprise and will only make us happier with our purchase, whereas an unexpected flaw...

There are further benefits to healthy criticism; it counteracts the effects of advertising hype and helps to deflate the illusions that the marketeers like to build. I would like to think that it also shows the marketing people that we are not fooled. Finally, it stops the developers from getting inflated egos and thinking they have done a good job, when really they have not.

I could point out several recent reviews of games (games with which I am very familiar) where your reviewers seem to have 'slipped off the rails' a little, and have let their enthusiasm blind them to a game's flaws. Please be on your guard and keep up the standard of critical reviewing! I have admired your candid and honest evaluations since I first discovered your magazine. So please don't let me down now.

Michael Barnes, Queensland, Australia

It would be unusual for someone to agree with every review printed in *PC Zone*, since they represent personal opinion (though they should also give enough information about the game to allow you to make your own mind up) but don't worry about our levels of criticism - you can't even make a cup of coffee in this place without it being the subject of a torrent of abuse. **Ed.**

Troubleshooters

I LIVE OVER here in Canada and about three months ago I found my first copy of *PC Zone*. I am 36 years old and have been gaming for about five years, and in those five years this has got to be the best gaming mag I have ever seen. The articles are great and the artwork from the games you profile is excellent, but the first section I look for each month is the beloved cheat section. I just bought the February issue and found the cheats for *Rebel Assault* and *Privateer* to be just what I wished I had in those games. While the cheats are great, in a way I am also pissed off.

My problem here is, if you can do this for me why can't the game publishers? I found that tweaking my centurion in *Privateer* up to 3000kps gave me a dramatic speed difference. It is as dramatic as when I went from an old 386 to my 486/33. This just goes to show what I have always believed... we don't always need faster hardware, just someone who can code a game half decently. Also, when I play a game that has an Easy/Normal/Hard mode feature as in *Rebel Assault*, I expect the Easy level to be easy. I do not find it fun at all to play level one to five a hundred times just so I can move onto level six. If the hard-core gamers want to play something really challenging then the Hard level is for them. But when I buy it, I want to finish it. And if I really enjoy it I will come back to it over and over again. I have had many games that were

just too hard to beat, therefore I did not finish and am leery of buying another product from that software publisher for fear of the same crap. I keep asking myself: 'Don't they want me to play this?' It's not as though I am in an arcade somewhere plugging money into a machine every time I have to start over.

Actually, what I would really like to see is a nice cheat done for *Strike Commander*. When I bought it I played three missions and thought 'yeah right, I'll play this when I buy a 986/100 in about ten years.' But now, when I see what you did for *Privateer*, there's always hope.

I have also used your cheats for *Wing Commander Academy* and am changing all my ships for *Star Control 2*.

In closing all I can say is keep up the excellent work. You have made an old gamer very happy.

Tim Tomecko, Regina Sask, Canada

A programmers life is not an easy one. It's obviously incredibly tricky to get the difficulty level of a game right and, in response to your complaint, I imagine that they would point to the complaints they get when a game is too easy (even if it's set on easy level) since most people would not return to a product like *Rebel Assault* after having completed it. **Ed.**

The Length's The Thing

ALTHOUGH, rightly so, the subject of high-priced software always seems to be on the letters pages of every computer mag, the subject of lastability is not mentioned so much, so I thought I should be the one to raise the subject.

If a game is expensive, but you can play it and play it, you don't mind paying the right price. If, however, it's finished in a couple of days you feel pissed-off and cheated. This problem seems to be increasing with the advent of CD-ROM. Its massive capacity is not utilised to its full potential; if a game is of several hundred Megs most of this number seems to be made up of fancy graphics which give nothing to the lastability of the game, there have been two examples of this lately, namely *Rebel Assault* and *The Journeyman Project*, which I will come to later.

I myself am a very poor postgraduate student but I'm lucky enough to own a 486 33MHz with 8Mb, Gravis Ultrasound and CD-ROM which I purchased when I was a second year undergraduate. As I have so little money I can only afford to buy a game around once every three months, so obviously I have to pick my games very carefully, and always go for a game that will give me three month's worth of play, so I go for strategy or role-playing games such as *V For Victory* so I can return to these games time and time again.

Last week I went to buy my once a three month game, it was going to be *Rebel Assault* but after reading all the reviews of the game that all said the same thing, brilliant graphics and sound, but sod

LETTER OF THE MONTH

Running To
Stand Still

all gameplay, the idea went out of the window straight away. I then spotted *The Journeyman Project* on the shelf and remembered your preview of it, so I bought it. The game has stunning graphics and atmospheric sound and is over 400Mb in size, but it took me less than two days casual playing to complete it, the puzzles are so easy even a console owner wouldn't have too much trouble with them.

If anyone has any suggestions as to what I'm going to do with myself in the nights of the next 88 days until I can buy my next game, please let me know – otherwise it will be back to playing with myself.

Kerry Hoskin, Polperro, Cornwall

Perhaps you could swap games with Tim (See 'Troubleshooters' above) since you both seem to have bought the game the other would have wanted. Ed.

Seminality's Best Boys

I HAVE noticed in recent months, in both yours and other magazines, an increase in use of that word of words, favourite of all music journalists. The word of course being 'seminal'.

Having had it brought to my attention more and more I looked it up in the dictionary, unfortunately it didn't really make things any clearer.

The description is as follows
seminal (adj)

1. potentially capable of development
2. highly original and important
3. rudimentary or unformed
- or 4. A load of wank.

Perhaps we should be told.

Paul Geedy, Duston, Northampton

The other definition is 'word that appears in reviews written by David McCandless' which is, I think, the seminal definition. Ed.

Cut-Price City

THE DEBATE about games prices continues. Much is made of the argument that piracy causes the software houses to keep prices high, leading to more piracy, leading to higher prices, more piracy, ad infinitum. But one thing I observed this week has led me to draw new conclusions. I live in a city with a Virgin Megastore, a Future Zone, a Game Ltd and a small independent store all within a few hundred yards of each other. Naturally they are all in competition and do attempt to undercut each other occasionally but I could not have predicted the events that arose on the recent release of *Sim City 2000*.

Having rung up Maxis to discover the release date, I phoned a few of the shops in advance to discover what the price would be – the answer was £39.99. On the day of release, I found out that the small independent is selling at £31.99 so I make my purchase. The next day I do the rounds of the other shops to discover prices of £29.99, £27.99 and £24.99. The bargain I thought I had turned out to be rather an expensive one. This drop in price could only be caused by one thing – the shops reducing their profit margins to get more sales. As

Why do I get the impression I'm being conned? When I look at the way the industry and, in particular, the game side of it has developed, I do think they are trying to take advantage of those of us who just have to own the latest thing. Magazines like yours don't help either; you wax lyrical about the impressive graphics of games and why it is right to buy CD-ROM drives and why you need the latest processors to take full advantage of the wondrous graphics and sound on offer.

Well... okay, but shouldn't you be looking more at the games industry and asking why they need us to buy all this vastly expensive top-of-the-range stuff?

As usual I'm rambling, but really I think my complaints can be summed up as follows;

CD-ROM drives:

1. Don't appear to save much in terms of hard disk space as most require access to save games etc.
2. Are slow.
3. Are currently over-priced.
4. Have not reduced the costs of games.

Processor Power:

I am disgusted to hear that Origin are already saying their new games are going to need at least a 486DX 66 or a Pentium – why? Can't they program properly? Why does *Privateer* move like a drunken slug when really all they are being asked to do is move a few sprites around? Why don't they go back to looking at their programming techniques and attempt to keep a wide market by assisting with speed problems?

For the record, I love Origin games, but I am really getting fed up when they cost me effectively £300+ to buy as I need to upgrade my kit every time one comes out. It's not just them anyway – all companies should be looking less at the graphics side of their programs and more as to how they run – not forgetting gameplay naturally!

So I'm fed up, what am I going to do with my 386SX 25MHz? Well, probably change the motherboard for a start, and maybe even the Hard Drive and then? I'll wait – I'll wait until the price of an all-singing, all-dancing Pentium Multi-Media systems falls enough and before the next wondrous processor is more than a glint in someone's eye and I'll upgrade again. So, software houses, get yer act together, in the short-term you are losing sales and giving your industry a bad name.

Mike Hicks, (Pissed off from Essex)

P.S. I notice kids put their age on letters as they think it helps them to get printed – well I'm 35 in May! – just for the record.

After the piracy versus price debate, the row over the constantly increased technical demands is the one we receive most letters about. There is, of course, no easy solution. In the end you're a victim of your taste. Fans of software houses like Origin, who specialise in state-of-the-art sound and graphics have to be prepared to buy the state-of-the-art machinery to play it on. Only by pushing back the boundaries can Origin stay ahead of the game. However, there are still plenty of very playable 386 games, though fewer by the minute. Progress is an expensive business. Ed.

it happens *Sim City 2000* is an excellent game that deserves huge sales so each shop ordered in such large quantities that they received massive discounts which they were able to pass on to the customers. But I do not believe for one moment that even the largest order would qualify for a £15.00 per game discount. Don't get me wrong – I have absolutely no objection to paying £31.99 for a game such as *Sim City 2000*, and would be very keen for such price wars on all releases. But the next time you reckon it's the software houses forcing the prices up, think again – it may be your friendly neighbourhood store.

Neil C. Wilson, Horfield, Bristol

The example you choose is an exceptional one since, apparently, for a variety of weird and wonderful marketing reasons (such as getting people into their shop where they'd hopefully be persuaded into shelling out for some other, more profitable software) many retailers were selling *Sim City 2000* at a loss. However, that does not mean that retail mark-up is an insignificant factor in the ultimate price of games. Ed.

Hard Times

I'M DEPRESSED. Is there nothing right with this world? Old Yugoslavia is at war. The UK aren't winning any medals at the Winter Olympics. People are starving, fighting and dying. But worst of all my PC is getting left further and further behind in the history books. Literally all games and business and graphics programs made now are programs for 386s or above. Why doesn't anyone ever produce a decent game for the 286. I'm sure XT owners feel the same, maybe worse!

Furthermore, people are now making games which take up to 30Mb! (*Little Divil*). I hope someone hears my cry or plea for a decent, small, popular, fast game for a slow computer (12MHz). Take a normally slow game. Chess for example. *Battle Chess* has now been developed to such an extent that *Chess Maniac 5 Billion* and 1 needs 560K base RAM plus 2Mb RAM with 1Mb EMS, 386, 25MHz, 27Mb HD space and DOS 5. I am sure that with all these specs people aren't going to be encouraged to buy this. Maybe you could have a '286 Corner' where old games are reviewed again.

Jamie, Odd Down, Bath

It's always worth checking out our budget section, but apart from that I'm afraid that for the 286 owner the only rich vein of software is within the shareware market, and even this is getting more technically demanding. Ed.

Cursed

I'M SORRY, but I have to ask. Mr Cursor – Why?

Sean Green, Borough, London.

The answer has to be – Mr Cursor, why not? Ed. ☒

NB We reserve the right to edit, alter and completely mess up your letters until they bare no relation to the original. Unfortunately we are unable to enter into individual correspondence. Usual bottom-covering disclaimers apply.

FREE!

WITH MAY ISSUE OF

**COMPUTER
SHOPPER**

out on
7th
April

AND WITH 14TH APRIL EDITION OF

MacUser

CD-ROM Magazine

**WORTH
£3.95**



If you're an experienced Multimedia user:
features on the latest developments in
interactive movies and music on CD

**Premier
Issue!**

If you've just bought a CD-ROM drive: a comprehensive
guide to the top CD-ROM software titles available in
Europe. Plus how to get it to work properly under DOS!

If you're thinking about buying a CD-ROM drive: a
basic guide that explains what a Multimedia PC is
and what it can do for you!

Packed with news analysis, previews, technology
features, the latest entertainment products and much more:
CD-ROM Magazine is your one stop guide to all that's hot in
the world of CD-ROM and Multimedia Computing!

**EXCLUSIVE CD-ROM DISK
FROM CD-ROM MAGAZINE IN
ASSOCIATION WITH**

**COMPUTER
SHOPPER**

For those who buy the May issue of Computer Shopper,
there's an added bonus - an exclusive multi-format CD-
ROM disk for both Macintosh and DOS/Windows users!
(It even has a little something for those of you with an audio
CD player but who haven't yet bought a CD-ROM!)

The disk includes:

- EXCLUSIVE ►** Fully working demo version of the brand new
Microsoft Works 3.0 for Windows!
- EXCLUSIVE ►** Demos of Introduction To Classical Music and
The Big Green Disk!
- EXCLUSIVE ►** Demos of Return To Zork for both Mac and PC
users!
- EXCLUSIVE ►** Animated bites from Mechwarrior II CD and
Rise Of The Robots!
- PLUS ►** Shop for applications from the comfort of your own
CD-ROM drive with Instant Access' revolutionary product
browser - just phone or fax and you're in business!

FREE!



**CD-ROM
Magazine is
another quality
publication
from**

Dennis



OFF THE BOARDS

Another bumper Off The Boards; games, magazines and things that go bump in the night. **Mark Burgess** wades through the fascinating world of shareware.

Pickle Wars

A NON-VIOLENT game. This normally means that you still get to shoot things, but that they don't cry out or bleed when hit. Here you get to shoot gherkins with diced cucumber. Really. You

either play Dave, a history student, or Linda, a lifeguard. Collect carrots for health and hamburgers and cola for points. It's a platform game, and genuinely asinine as it sounds. Although the dual parallax scrolling is smooth, the animation is jerky, the collision detection iffy and the gameplay thin. Authoress Karen Crowther wrote *Maths Rescue* but this one will not go down as one of her successes.

Shareware from: MVP Software from Testware

Registration: £30.00

Needs: 286 or better and VGA in 256 colour mode

Supports: Ad-Lib, Sound Blaster (problems reported with Sound Blaster 16), joystick



(Below) The worst thing that can happen in Pickle Wars is running out of diced cucumber.

Star Hammer

IT'S THE 23RD century and mankind is at peace. Or was. The evil Sloboids attack and try to enslave the human race. The Sloboids are defeated and their planet blown up, but a scattered remnant regroup and seeks revenge. And that's the plot before the game starts. When it does begin, you are the pilot of the starship Liberty, and must hunt down and destroy the remaining Sloboids.

The first couple of missions just involve shooting everything you come across. Then you have to start escorting transporters, so you need to use tactics and look at your map. The ship has an autopilot which gets



(Above) The evil Sloboids surround you in Star Hammer.

you from waypoint to waypoint and cuts out when you come under fire. Combat is like that in *Solar Winds*, that is, spinning round and shooting. The controls are a bit clumsy from the keyboard, so a joystick is recommended. Registration brings a manual and two more campaigns with 40 extra missions.

Shareware from: Silver Lightning Software from Testware (0423 886415)

Registration: £23.50

Needs: 286 or better, 16MHZ or faster, VGA, SVGA or MCGA

Supports: Ad-Lib, Sound Blaster, joystick

The Adventures Of Robo

THIS IS A PUZZLE game from Xland, the people behind *Electro Body*. Robo is a cute robot exiled to wander 15 solar systems, each with four planets. To escape, he must collect bolts, and to do this he must solve puzzles, blast walls, move

obstacles and dodge deadly objects. Enjoyable and quite hard. Well very hard actually, I'm still stuck on level two.

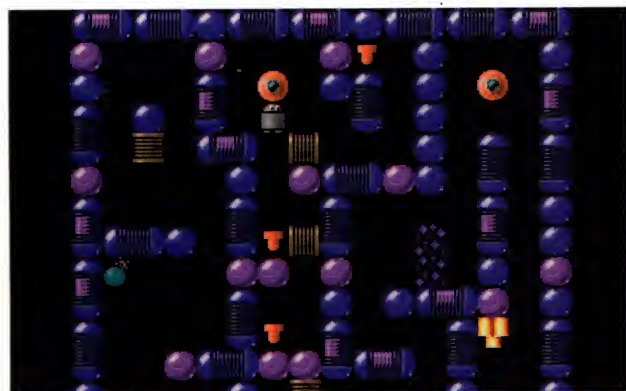
Registration is £15.99, but £26.99 gets you the full version of *The Adventures Of Robo*, *Electro Man*, the revamped version of *Electro Body* (issue five), and *Heartlight* (issue ten).

Shareware from: Epic Megagames

Registration: £15.99

Needs: 386 or better and VGA in 256 colour mode

Supports: Ad-Lib, Sound Blaster



(Above) Guide cute Robo through mind-bending puzzles.

MAGAZINES ON DISKS

Do you remember *Spectrum Computing*? It came on cassette and you loaded it chunk by chunk and then peered at the Speccy's crap character set and 40 letter display. Things have moved on since then, but there were times looking at these PC magazines on disk that I got a shock of recognition.

Game Developers' Magazine

THIS AUSTRALIAN magazine is written using the shareware utility BIGTEXT, so you may have the DOS character set but at least it's in pretty colours. The first issue contains good articles on memory addressing, interrupts, registers and VGA Mode 13h. Fairly techie, in other words, but clearly written and only needs a knowledge of hex. Actual programs and graphics are promised for future issues. **Game Developers' Magazine**, 8/8 Elizabeth Place, Land Cove, New South Wales, 2066, Australia



Digital Disk PC

DIGITAL DISK comes for a variety of formats and there seems to be a bit of confusion over which bit goes where. I have the second issue of the PC

version. Under Digital Music, it reviews Master Sound for the ST. In Computer Debate, there is an argument over the merits of Amiga versus Falcon, two machines heavily covered in the news. The Technical Section is a good summary of the Assembly Language commands MOV, INC and DEC.

Digital Disk is a collection of DOS text files with the LIST utility. Subscription is £8.00 for four issues (two months) and £20.00 for 12 issues (six months). **Digital Disk PC**, Digital Disk Publishing, 70 Donald Drive, Chadwell Heath, Romford, Essex, RM6 5DU



Iceberg

THIS MAGAZINE is also available on old-fashioned paper for £1.00 plus p&p, but the normal version is on two HD disks (50p plus p&p if you send them disks, or £2.00 plus p&p if you don't). It's freeware and is aimed mainly at Microsoft Windows users. There are 256-shade graphics stored by page as Clipboard files. These can be viewed with the Clipboard Viewer or pasted into a Windows wordprocessor or graphics package.

Put together by Andrew Clegg and Peter Wicks. Forthcoming articles include a history of hacking, a review of Sepultura in concert, software reviews and more. **Contact** Andrew Clegg (0483 62681) or Peter Wicks (0248 604172).



Icebreaker

A magazine for the technophilic underground
Disk version, 50p plus a HD disk - Issue #1

Music: Anthrax in the flesh

Software: Graphics for tight-arses

Fiction: The world is stranger than you think...

Cyberpunk: The future through chrome-tinted glasses



All This Could Be Yours...

THE FUTURE'S NOT OURS TO SEE...



his month I'm looking at some of the 'occult' programs. Those that deal with astrology, geomancy, cartomancy and numerology. I won't argue

my own bias because, as someone once said, 'those who believe without reason cannot be convinced by reason'. To help me I have two volunteers. (Well, I volunteered them actually.)

The first is Ganxhe Agnes Bojaxhiu. She was born in Skopje (Serbia) which is 42° 1' N and 21° 32' E on 27 August 1910. Ganxhe is also known as Mother Teresa. She is a nun who likes children and Jesus. She believes in contraception by mathematics but not by physics or chemistry.

Second is Adolf Schicklgruber.

He was born in Braunau am Inn, Austria, (48 15' N 13 3'E) on 20 April 1889.

Adolf is an indifferent watercolourist, a dictator, a mass murderer, a vegetarian and a politician. He prefers the name Hitler.



Astrology

ONE OF THE strangest things to happen in the twentieth century is the emergence of astrology. Just when the universe is becoming understood, large numbers of people are fleeing from reason and hiding behind a cosmology exploded in the 17th century. Why is this?

Astrology was simply the study of the sky at a time when the stars were believed to be equidistant from the earth, and set in a crystal sphere which revolved round it. The idea that the stars could affect life below gained currency during the Ptolemaic dynasty in Greece (305-30 BC). Early texts are the *Astronomica* of Manilius (c. 15-20 AD), the *Matheseos libri* of Maternus (335 AD) and the sixth century *Liber Hermetis*.

Astrology fell into disrepute, and was condemned by a Papal Bull in 1586. The fatal blow was dealt by the discovery that the stars did not revolve around the earth. The findings of Copernicus, Galileo and Kepler and the mechanistic physics of Descartes led to a rejection of astrology by most people, save the very ignorant and the superstitious. Where it belongs, of course.

PC Astral Windows

PC ASTRAL WINDOWS is a horoscope calculator and interpreter. Any chart can be calculated and the data displayed or printed in either sidereal (Hindu) or tropical (Western) mode. The program includes features to calculate sidereal solar returns, secondary directions and transits. Quick keys are provided for the rapid display of wheel charts in tropical or sidereal mode.

Navamshas and other harmonic data are displayed around the rim of the wheel, with the signs and planets being shown as glyphs. If transits or another person's data have been calculated, the planets are again shown around the rim of the wheel.

Aspects are calculated and shown in matrix form with major and minor configurations available. Aspect orbs can be altered with only a few keystrokes. *Astral Windows* has an on-line guide to daylight savings times in the UK, France, Germany, Holland and Spain and also the ability to display zone times.

Registration brings interpretation and prediction modules, hundreds of birth dates of the famous and infamous, support for one month and full documentation.

Shareware by: M. Magee, 18 Grafton Road, Harrow HA1 4QT.

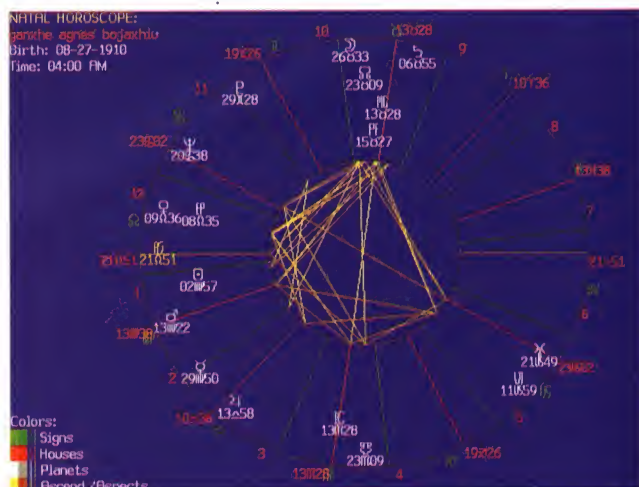
Registration: £35.00 (\$60.00)

Needs: Any IBM with CGA, EGA, VGA or MCGA

Astro

THE POPE WILL no doubt be surprised to learn that Mother Teresa is 'a passionate lover... unable to project [her] emotions in a useful positive manner'. The program goes on to tell her 'vanity makes you touchy... You are fascinated by the occult mysteries'. Mother Teresa also likes 'good food, creature comforts, and security - both the financial and emotional kind'. She apparently gravitates towards jobs that can make use of her 'gift of gab and [her] clever pen. She often learns-to-earn, and then buckles down to a well-planned, practical career in the business world'. She resents people who are more successful than she is.

Because her 'Venus is Squared to Immum Coeli With an Orb of three degrees' she has 'much difficulty sustaining family ties, or maintaining a happy household' and 'tends to resent her parents and family members'. She prefers, her fellow nuns will be glad to hear, 'gentle sex' because her Mars sign is 13.22 degrees Virgo and is in Direct motion. But would she



How the stars looked down - Mother Teresa's birth chart.

subject, Hitler? He was actually a firm believer in astrology. So what do the stars say about him?

His Ascendant sign is 20.39 degrees Leo and is in Direct motion. So his 'dignified

manner does not conceal his generous good nature or his need for affection.' It tells him he has (or had) 'refined proper manners and a beautiful appearance. You are graceful and charming, and have good taste. You will attract a congenial mate, and probably will have a happy marriage.' I like the 'probably' there; Hitler blew his brains out shortly after his marriage to Eva Braun in 1945.

His 'popularity stems from your spontaneous fun-loving approach to life. You add excitement to everything.' Because Hitler's Neptune is 'in the Second House, Not on a House Cusp and Less Important' he 'wants to use his money for humanitarian causes, often spending on impulse.' However; 'Your Pluto sign is 8.42 degrees Leo and is in Direct motion. This generation focuses on the struggle for power and world leadership - especially on the complex problems caused by the boom of nuclear power. Your Pluto is Squared to Medium Coeli With an Orb of zero degrees. This gives you a total irrational lust for power, and causes career difficulties and problems. Your lust for power may lead you to infamy or disgrace.'

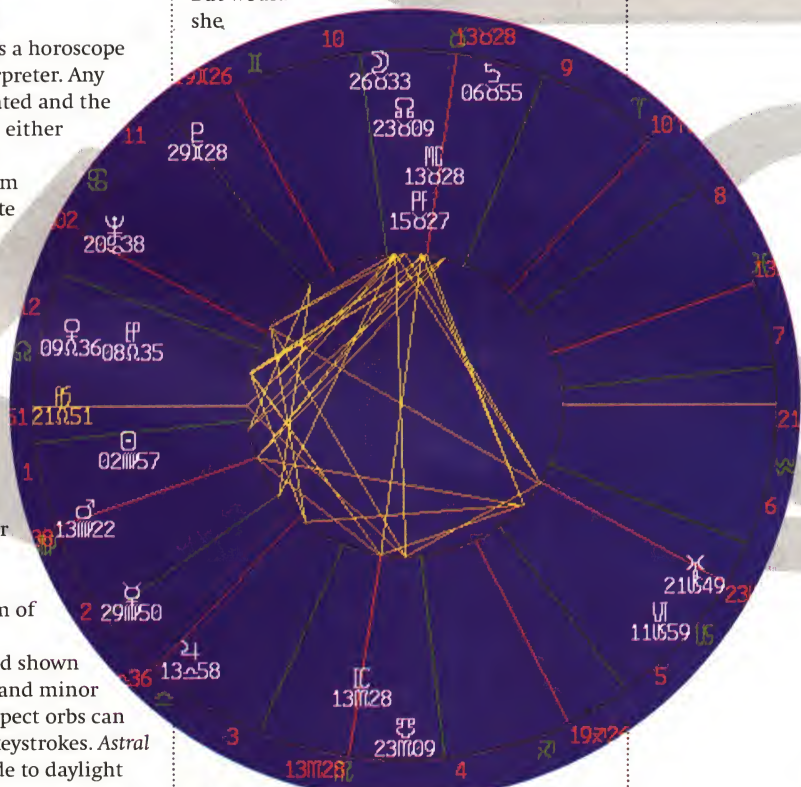
So what career does Astro suggest for our short Austrian with a strong sense of destiny? 'Provided your Part of Fortune is not afflicted, you would be successful in areas related to fish, the sea, oil and beverages. You might do well in areas connected with places of confinement such as mental hospitals, prisons, or hospitals and rest homes.'

The summary indicates that Hitler was 'a well-balanced person... well aware of his inner needs and knowing how to take care of them.'

Shareware from: Christopher J. Noyes

Registration: \$39.95 (Lite), \$54.95 (Deluxe) or \$119.95 (Professional)

Needs: Any compatible; display from Hercules to VGA



like to be told 'You are driven by your interest in making money. You demand that you be paid well and seek careers which will pay you well'? How much do nuns get? Or how about 'Your Fifth House Cusp is 19 Sagittarius. You have a happy-go-lucky attitude toward love and romance. Though you are ardent, you don't get involved too easily. You enjoy gambling and are usually pretty lucky...

The whole thing is somewhat less accurate than the much lamented Bobby Zillion. Let's see how it fares with our other

Numerology

SO MUCH FOR the stars. Another silly form of divination is numerology. By *The Numbers* by Rosemary West claims to 'Use the philosophy of Numerology to analyse your name and birth date for their symbolic meaning and metaphysical vibrations, giving you a complete personality profile.' Okay, let's try our subjects again.

First, Mother Teresa:

Ganxhe Bojaxhiu - Tuesday, 1 March, 1994

Date of Birth: 27/08/1910

GANXHE = 5

AGNES = 1

BOJAXHIU = 9

Cornerstone = 7

Number Frequencies in your name:

Expression = 5

Instinctive Desire = 4, 5 occurrences of 1

Personality = 2, 1 occurrences of 2

Your Birth Number = 9, 1 occurrences of 3

Your Destiny Number = 1, 0 occurrences of 4

Your Forecast Number for 1979 = 7, 4

cities, are especially soothing to you at this time...You may find your career in a temporary standstill ... Depression could be a risk.' Her lucky numbers are nine, five, one, seven and 11 and her lucky colours are red and pink.

What about our other contestant? 'ADOLF adds up to number two. The two is characterised by a peaceful and co-operative nature. Its strengths are in diplomacy, culture, and charm. Its weaknesses are indecisiveness, shyness and passivity.' A bit off beam here, surely? 'You will probably be attracted to a career that allows you to work in harmony

GEOMANCY Version 4.01									
THE MOTHERS:					THE WITNESSES:				
1. ALBUS	M4	M3	M2	M1	1. CAUDA DRACONIS	W2	W1		
2. POPULUS	**	**	**	**	2. PUELLA	**	**		
3. LAETITIA	**	**	**	**		**	**		
4. RUBEUS	**	**	**	**		**	**		
THE DAUGHTERS:					THE JUDGE:				
1. ALBUS	D4	D3	D2	D1	ACQUISITIO	**	**		
2. TRISTITIA	**	**	**	**		**	**		
3. LAETITIA	**	**	**	**		**	**		
4. POPULUS	**	**	**	**		**	**		
THE NEPHEWS:					THE RECONCILER:				
1. ALBUS	N4	N3	N2	N1	CAPUT DRACONIS	**	**		
2. FORTUNA MINOR	**	**	**	**		**	**		
3. FORTUNA MAJOR	**	**	**	**		**	**		
4. LAETITIA	**	**	**	**		**	**		
LIFE EXPECTANCY FOR SOMEONE									
I>NTERPRET, <S>AVE, E<X>IT									
UNREGISTERED COPY									

BY THE NUMBERS Version 4.54 UNREGISTERED									
Completed reading for GANXHE BOJAXHIU									
GANXHE =	5	Number Frequencies in Your Name:							
AGNES =	1	5 occurrences of 1							
BOJAXHIU =	9	1 occurrences of 2							
Cornerstone =	7	1 occurrences of 3							
Expression =	5	4 occurrences of 5							
Desire =	4	3 occurrences of 6							
Personality =	2	2 occurrences of 7							
Your Birth Number =	9	2 occurrences of 8							
Your Destiny Number =	1	1 occurrences of 9							
Your FORECAST NUMBER for 1979 =	7								
Master number =	11								
		Planes of Temperament & Power:							
		Mental:	7						
		Emotional:	5						
		Physical:	4						
		Intuitive:	3						
<S>AVE THESE NUMBERS, <I>NTERPRET, <P>RINT, E<X>IT TO MAIN MENU									

occurrences of 5; 3 occurrences of 6
Master Number = 11, 2 occurrences of 7; 2 occurrences of 8
Planes of power: 1 occurrence of 9
Physical = 4
Mental = 7
Emotional = 5
Intuitive = 3

What does this mean? That 'You would like to be a great humanitarian, and your instincts are in the right place'. Sounds all right so far. But 'GANXHE is a five. The five's strengths lie in its adaptability, curiosity, and spontaneity. Its weaknesses are lack of commitment, a gambling nature, and impatience... You are warm, sensuous, and energetic. Your most romantic days are Sunday and Tuesday, especially in months beginning with 'A'. Monday is a low energy day for you, and January is a slow month.' What about 1979, when she received the Nobel Peace Prize? '1979 is a year that will emphasize inner growth for you ... Peaceful, natural settings, away from crowds and

with others, perhaps as a liaison between groups or in a position of offering hospitality. Your easy-going nature balances a tendency to be hypersensitive or petty about details. People are drawn to your quiet charm and modest appearance.' And 1945? The year he blew out his brains 30 years too late? '1945 is a year that will emphasise inner growth for you. You will have the opportunity to increase your spiritual wisdom and to develop intellectual pursuits. Peaceful, natural settings, away from crowds and cities, are especially soothing to you at this time...' Exactly the same as the forecast for Mother Teresa's more successful year. His lucky numbers were two, five and one, and his lucky colours were white and pale green.

Shareware from: Rosemary West

Registration: \$29.00

Needs: DOS 2.0 or later; 640K RAM

Geomancy

ROSEMARY WEST returns to the fray with Geomancy. She describes it as 'an ancient system of divination with a touch of blackmagic.' Fair enough, Rosemary. Let's see what you're made of:

'Area of inquiry: life expectancy for Adolf Hitler'

Fortuna Major in the first house predicts long life and good health. You are kind-hearted and generous. Your physical appearance is one of sturdiness.'

Let's try something else:

'Area of inquiry: information on Robert Maxwell's financial status'

You are inclined to be slender, and probably have light hair. If you are male, you look good in a small beard. You are open-minded and have a pleasant personality. You don't like hard work. A short trip will be enjoyable. There may be some very minor legal matters to be handled, or perhaps a small disagreement with neighbours - nothing that will cause serious trouble. You have no active enemies at this time.'

One last try: how much money has Mother Teresa got?

'Area of inquiry: info. on Mother Teresa's financial status'

You are likely to win a bet on a sporting event, or to be paid for doing something you enjoy.

Shareware from: Rosemary West

Registration: \$29.00

Needs: DOS 2.0 or later; 640K RAM



I Ching

THE ANCIENT Chinese system of divination and philosophy. If you don't want to throw and count yarrow sticks, let the computer do it.

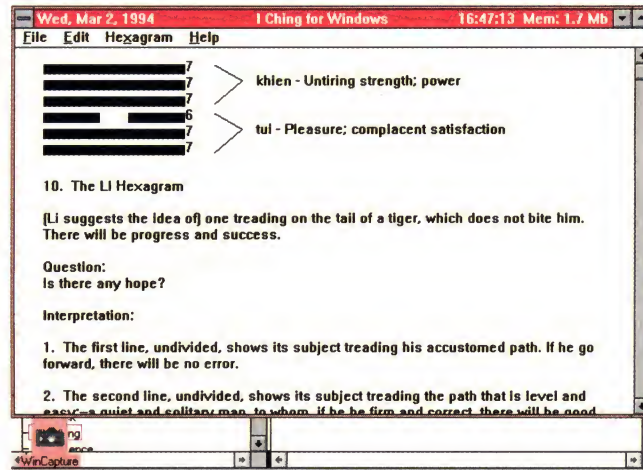
I Ching For Windows

Here's a surprise: the best of the lot is *I Ching For Windows* from Eric Bergman-Terrell, the man who writes all those astronomy programs. *I Ching* does a good job of explaining things. The program generates 'chance' hexagrams, or you can choose your own.

Shareware from: Eric Bergman-Terrell

Registration: £20.00

Needs: Windows



Biorhythms

ANOTHER PSEUDO-scientific idea. Your emotional, physical and mental prowess fluctuate over the days. Biorhythms is a way of finding your best day for lifting coal, doing the crossword or falling in love. You could always ask yourself 'do I feel up to this?' and save a lot of graph paper, but you will miss the fun of ringing up the dentist and saying 'must cancel the appointment; my computer says I'm at a low'.

Biorhythm

Biorhythm by Eric Fogelin is pretty, but no more accurate than any of the other packages. On 10 September 1946, when Mother Theresa received her call from God, she was intellectually at her lowest. On 30 April 1945, when Hitler shot himself, he

Tarot

Tarot cards are merely the ancestors of modern playing cards. The Tarot pack dates back to about the 12th century (certainly no earlier) and the earliest surviving pack dates from 1392. The register of the Chambre des Comptes records a payment to Jacquemin Gringonneur for three games of cards 'in gold and diverse colours, ornamented with many devices, for the diversion of our lord, the King.' 17 of these cards survive in the Bibliothèque Nationale. We would recognise them as the original Tarot set, the 22 cards that became the Major Arcana.

The Tarot arrived first in France, and it was France that first abandoned it for the

Death, the Sun, the Moon and so forth; the cards are numbered 1 - XXI with the 22nd card, the fool, being unnumbered.

Cartomancy is the art of divination by cards. Any pack can be used. The first main book on the subject is *Le Ingeniose Sorte* by Francesco Marcolini da Forli published in Venice in 1550.

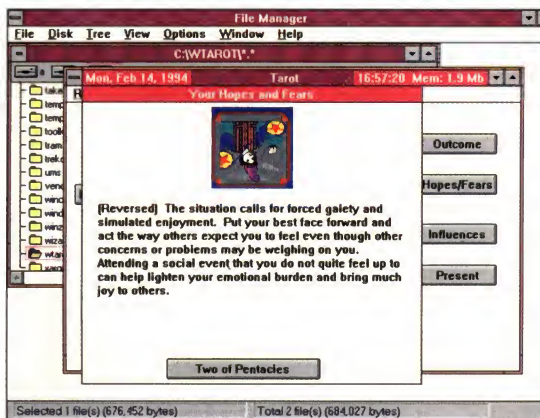
Personal Tarot

As you might have guessed by now, the indefatigable Rosemary West has had a go at this too. Unfortunately, her *Personal Tarot* doesn't have pictures, just a description of what would be on the cards if you could see them. Still, the program runs on low spec. machines.

Shareware from: Rosemary West

Registration: \$29.00

Needs: DOS 2.0 or later, and 640K RAM



pattern of playing cards that we have today. The Tarot as a pattern of playing cards survives, particularly in Italy where the game of Minchiate is still played.

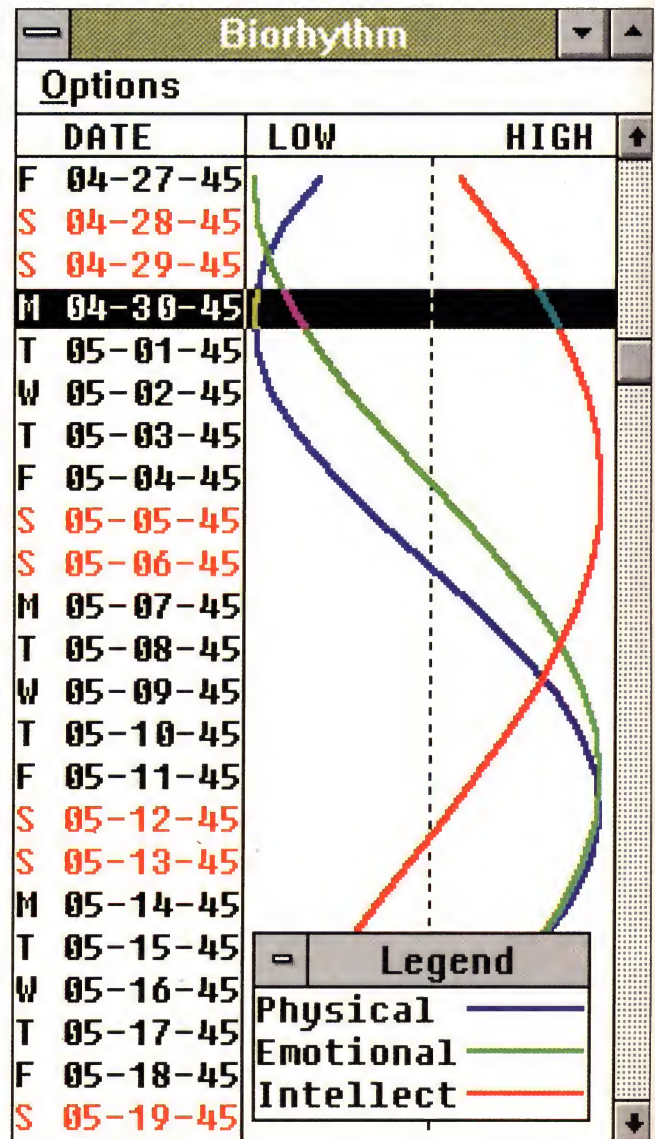
The Tarot is divided into the major and the minor Arcana. The minor Arcana is like a modern pack with four suits: Cups (hearts), Swords (spades), Pentacles (Diamonds) and Batons (Clubs). There is an additional court card, the knight, which brings the number up to 56. The other 22 cards are the Major Arcana. These are the cards that are based on legends, folklore and religion. There is the Pope, the Devil,

out that 'this program in no way endorses any belief in the occult and is intended for amusement only'. It was written 'to aid the Vietnamese refugee children without parents who are in refugee camps in the Philippines'. Any donations to the Centre for Aid to Displaced Persons will be most gratefully received.

Shareware from: Anthony Nguyen

Registration: Whatever you can afford

Needs: Windows



Hitler at an emotional low as he marries Eva Braun and reaches for his pistol.

was at an intellectual high.

Shareware from: Eric Fogelin

Registration: Whatever you can afford

Needs: Windows

ZONE

ware

All disks are available on 3.5" disk format only

Are you a few parts short of a complete solution? Or still desperate for that *Space Hulk* cover disk? Then be still your beating heart because on these pages you can order all the back issues you desire. And if the cashpoint machine is beginning to salivate at the sight of your card, why not pay less for your fun by taking a dabble in the world of shareware. Nine out of ten bank managers recommend it.

WHEN ORDERING

Use the Dennis Direct Order line if paying by credit card **0789 490 215** or fill in the application details on the coupon in BLOCK CAPITALS and send with correct payment to: **DENNIS DIRECT, PO BOX 2505, ALCESTER B50 4JU**. All prices include VAT and are post paid in the UK. **Overseas orders ONLY** - We can only accept Visa/Mastercard, Eurocheques in £s sterling and sterling cheques drawn on a London Bank. please add £3.50 to the total order, to cover additional postage.

ORDER LINE 0789 490 215

ZONEWARE ORDER FORM

ZONEWARE GAMES

B3866 ☐ **Dragon Shard** @£3.50 BH218 ☐ **Ken's Labyrinth** @£3.505
BH212 ☐ **Monster Bash** @£3.50 B3747 ☐ **Blade Runner Disk** @£3.50

PC ZONE BACK ISSUES @£5.95 each

AW01A ☐ **PC Zone 1** AW05A ☐ **PC Zone 5** AW09A ☐ **PC Zone 9**
AW02A ☐ **PC Zone 2** AW06A ☐ **PC Zone 6** AW10A ☐ **PC Zone 10**
AW03A ☐ **PC Zone 3** AW07A ☐ **PC Zone 7** AW11A ☐ **PC Zone 11**
AW04A ☐ **PC Zone 4** AW08A ☐ **PC Zone 8** AW12A ☐ **PC Zone 12**
AW13A ☐ **PC Zone 13**

Total number of items ordered ☐

☐ I enclose a cheque/postal order for £

made payable to **DENNIS DIRECT Ltd (PC Zone)**

OR: Please charge my ☐ Visa ☐ Mastercard. My credit card number is:

Expiry date:

Signature:

NAME:

ADDRESS:

POSTCODE:

DAYTIME TELEPHONE:

☐ Please send me a VAT receipt

CODE: 22-94-05

The above information may be added to our mailing list. Please tick here if you would prefer not to receive details of special offers. ☐

ZONE ORDER FAXLINE. If you require a VAT/proforma invoice or wish to pay by Access or Visa, you may fax your order to us on **0789 490878**.

APRIL SHAREWARES

Zoneware this month includes a range of shareware games. Each disk will set you back just £3.50.

Dragon Shard version 2.1b

is a mouse-controlled EGA role-playing adventure game in the *Ultima* style. It's designed to expand in a 'modular' fashion so that when you have completed the quests in this introductory module you can continue your adventures in other modules. Features ten character races, 17 character classes, magic items and spells, interaction with monsters and non-player characters, hundreds of weapons, potions and herbs, shops, and much more. Shareware version restricts adventurers to the fifth level of experience.

● Order ref: B3866

Monster Bash

is a VGA resolution platform-jumping arcade game from Apogee in the tradition of their best-selling *Commander Keen* and *Cosmo* games. Johnny Dash must use his catapult to repel undead monsters in his quest to free stolen pet dogs and cats held by the evil Count Chuck. Johnny can climb, crawl, shoot his catapult, fly a broom and much more.

● Order ref: BH212

Ken's Labyrinth

is a 3D 256-colour VGA arcade adventure game. You have been captured by the Zogarians and must escape their labyrinth in order to rescue your dog Sparky and save the known Universe. Supports Gravis Gamepad control, and a musical soundtrack with Ad-Lib or Sound Blaster cards.

● Order ref: BH218

The Blade Runner Disk version 1.1

for film fans includes a *Blade Runner* quiz program with four levels of difficulty; a Wilbur Mercer simulator; random quotes program; 514 x 463 greyscale image of Rachael; 432 x 718 and 784 x 458 2-colour images of the film poster; plus a text file of *Blade Runner* information, including cuts and continuity errors in the film. (Public Domain disk)

● Order ref: B3747(1)

NOTE: Shareware entitles you to try before you buy. Registration costs are usually a fraction of comparable commercial software and they also entitle you to documentation, user support and upgrades.

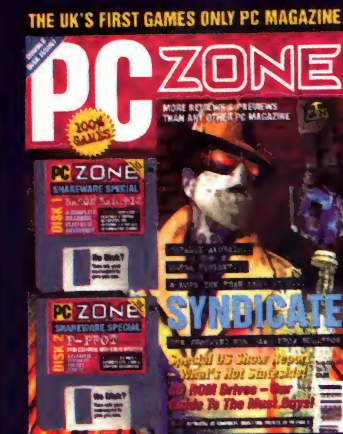


PC ZONE BACK ISSUES

PRICE: £5.95 EACH
(£7.95 OUTSIDE UK)

Many are still available. The price covers postage and package and a small storage charge. Each back issue carries at least one cover disk chock-full of games.

Tick the box on the coupon or call **0789 490 215**.



The People's Choice

Fast-response Mailorder
10am-10pm 7 days a week
No credit card surcharges
Always a person-never an answerphone!



Games Centre
10am-8pm Monday to Friday
10am-4pm Saturday
2 minutes from Old St. Tube station, take exit 2

Games

688 ATTACK SUB	12.95
A-TRAIN CONSTRUCTION SET	12.95
ACES OF THE PACIFIC	35.95
ACES OVER EUROPE	31.95
AIR FORCE COMMANDER	27.95
AIRLINES	27.95
AKIRA	23.95
ALL STARS COLLECTION	8.75
ALLO ALLO	19.95
ALONE IN THE DARK 2	39.95
AMERICAN GLADIATORS	23.95
ARCHON ULTRA	24.95
ARMATH	23.95
ARNIE 2	8.75
AWARD WINNERS 2 (COMP)	27.95
AXESS DENIED	31.95
B-WING	17.65
BACKYARD	31.95
BARDS TALE 3	9.60
BATTLE ISLE '93	20.95
BATTLE OF BRITAIN - THEIR FINEST HOUR	24.95
BATTLE TOADS	20.95
BBC GARDENERS WORLD 3D DESIGNER	16.85
BEAUTY AND THE BEAST	23.95
BENEATH A STEEL SKY	31.95
BLUE FORCE	31.95
BODY BLOWS	23.95
BRETT HULL HOCKEY	31.95
BUBBLE DIZZY	8.75
BUDOKAN	11.75
BULLY'S SPORTING DARTS	8.75
BURNING RUBBER	23.95
CADAVER 4 - THE PAYOFF	12.95
CAMPAIN 2	31.95
CARD SHOP	23.95
CENTURION	9.60
CHAMPIONSHIP MANAGER '93	23.95
CHAMPIONSHIP MANAGER '94 SEASON DISK	8.75
CHAMPIONSHIP MANAGER (WINDOWS)	23.95
CHAMPIONSHIP MANAGER COMPENDIUM	22.60
CHAMPIONSHIP MANAGER (ITALIA)	22.60
CHESSMASTER 4000 TURBO (WINDOWS)	27.95
CIVILIZATION	31.95
COGITO (WINDOWS)	23.95
COLUMBUS	23.95
COMANCHE Maximum Overkill - Mission Disk 1	20.95
COMBAT CLASSICS 2	23.95
CONQUERED WINDOWS	23.95
CREATIVE WRITER (WINDOWS)	48.95
CRUSADERS OF THE DARK SAVANT	29.95
CURSE OF ENCHANTIA	27.95
CYBERCON III	10.95
CYBERSPACE	31.95
D-GENERATION (WINDOWS)	16.85
DAEMONSGATE	23.95
DAGGER OF AMON RA	31.95
DALEK ATTACK	8.75
DATELINE 2021	27.95
DAUGHTER OF SERPENTS II	35.95
DAY OF THE TENTACLE	34.70
DELTA V	31.95
DENNIS & GNASHER	19.95
DICK TRACY	8.75
DRACULA	31.95
DRAGONSPIRE	35.95
DREADNOUGHTS	30.95
DREADNOUGHTS - BISMARCK	14.95
DREADNOUGHTS - IRONCLADS	14.95
DREAMWEB	31.95
DUNE II	29.00
DUNGEON HACK	31.95
ELITE II - FRONTIER	31.95
ESPANA - THE GAMES '92	19.95
EUROPEAN CHAMPIONS	23.95
EVASIVE ACTION - DUEL FOR THE SKY	27.95
EVEN MORE INCREDIBLE MACHINE	31.95
EYE OF THE BEHOLDER III	31.95
F-16 COMBAT PILOT	8.75
F14 FLEET DEFENDER	35.95
FALCON	8.75
FALCON 3.0	35.95
FALCON 3.0/F-15 III	38.95
FANTASTIC DIZZY	20.95
FANTASY WORLD DIZZY	8.75
FATAL STROKES	27.95
FATTY BEAR'S BIRTHDAY SURPRISE	23.95
FATTY BEAR'S FUN PACK	23.95
FIELDS OF GLORY	35.95
FIRE AND ICE	24.95
FLASHBACK	30.70
FLIGHT OF THE INTRUDER	12.95
FLIGHT SIM 5	38.95
FLIGHT SIM 5 - PARIS SCENARIO	18.95
FLIGHT SIM TOOL KIT	38.95
FLIGHT SIMULATOR 4 - G.B. DATA DISK	31.95
FLYING FINGERS	27.95
FOOTBALL DIRECTOR 2	8.75
FORMULA 1 GRAND PRIX	35.95
FREDDY PHAGAS FRONTIER PHARMACIST	31.95
FRONT PAGE SPORTS - PRO '93	31.95
FURY OF THE FURRIES	27.95
GABRIEL KNIGHT - SINS OF THE FATHER	31.95
GENESIA	27.95
GOAL	23.95
GRAND PRIX UNLIMITED	10.95
GRANDSLAM CLASSICS	16.85
GREAT NAVAL BATTLES - SCENARIO BUILDER	16.85
GREAT NAVAL BATTLES 2	31.95
GUNSHIP 2000 - ISLANDS & ICE	19.95
HAND OF FATE	39.95
HANNA BARBARA'S ANIMATION WORKSHOP	31.95
HARPOON - DESIGNERS SERIES	16.85
HARPOON - DESIGNERS SERIES 2	19.95
HARPOON V1.2.1	31.95
HARRIER ASSAULT	31.95
HEIRS TO THE THRONE	35.95
HEROES OF THE 96TH	12.95
HEROQUEST - TWIN PACK	10.00
HISTORY LINE (1914-1918)	31.95
HOOK	10.95
HORSE RACING	27.95
HOYLES BOOK OF GAMES - VOL 2	10.95
HUCKLEBERRY HOUND	8.75
IN EXTREMIS	30.70
INCREDIBLE MACHINE	31.95
INDIANA JONES & FATE ATL. (ADV)	30.70
INDIANA JONES & L. CRUSADE (ACT)	6.95
INDIANA JONES & L. CRUSADE (ADV)	13.45

INDYCAR RACING	35.99
INTELLIGENT STRATEGY GAMES 10	27.95
INTERNATIONAL OPEN GOLF	4.99
ISHAR 2	26.70
JACK NICKLAUS SIGNATURE EDITION	31.95
JIMMY WHITE'S WHIRLWIND SNOOKER	12.95
JONNY QUEST	23.95
JURASSIC PARK	27.95
KASPARIOW'S GAMBIT	35.99
KIDS RULE OK	12.95
KING'S TABLE - RAGNAROK	31.95
KINGMAKER	30.70
KINGS QUEST 2	10.95
KINGS QUEST 6	35.99
KNIGHTS OF THE SKY	14.45
LANDS OF LORE	29.00
LEGACY	35.99
LEGENDS	22.95
LEISURE SUIT LARRY 2	12.95
LEISURE SUIT LARRY 6	31.95
LEMMINGS 2	31.95
LEMMINGS DOUBLE PACK	31.95
LEMMINGS XMAS LEVELS (STAND ALONE)	12.95
LHX ATTACK CHOPPER	8.75
LIBERATION - CAPTIVE 2	27.95
LINKS - BANFF COURSE	19.95
LINKS - BARTON CREEK	19.95
LINKS - BELFRY COURSE	19.95
LINKS - CASTLE PINES	19.95
LINKS - FIRESTONE	19.95
LINKS - MAUNA KEY	19.95
LINKS - TROON NORTH	19.95
LINKS 386 PRO	37.15
LITIL Divil	31.95
LOMBARD RAC RALLY	8.75
LORDS OF POWER (COMP)	31.95
LOST FILES OF SHERLOCK HOLMES	31.95
LOST KINGDOMS	27.95
LOST VIKINGS	27.95
LOTUS III - THE ULTIMATE CHALLENGE	29.00
LOW BLOW	10.95
LUCKY'S CASINO ADVENTURE	10.95
M1 TANK PLATOON	12.95
MAELSTROM	31.95
MANCHESTER UNITED	8.75
MANCHESTER UNITED - PREMIER LEAGUE	27.95
MANIAC MANSION	11.75
MARIO ANDRETTI'S RACING CHALLENGE	10.95
MARIO TEACHES WORDS	23.95
MASQUE BLACKJACK	23.95
MASQUE BLACKJACK (WINDOWS)	23.95
MASQUE VIDEO POKER	23.95
MASQUE VIDEO POKER (WINDOWS)	23.95
MASQUE WORLD POKER	23.95
MASQUE WORLD POKER (WINDOWS)	23.95
MASTER OF ORION	35.99
MATCH OF THE DAY	23.95
MAVIS BEACON 2 (FRENCH)-WINDOWS	29.00
MAVIS BEACON 2 (GERMAN)-WINDOWS	29.00
MAVIS BEACON Teaches Typing V.2	31.95
MAVIS BEACON Teaches Typing V.2 - Windows	29.00
MEAN ARENAS	23.95
MERCENARIES	31.95
MICRO MACHINES	23.95
MICROSOFT ARCADE	16.80
MOJO'S MONSTER MATHS	27.95
MONOPOLY	27.95
MOONWALKER	6.96
MORPH	23.95
MORTAL KOMBAT	23.95
MULTINOID WORD CHALLENGE	16.85
MUTANOID MATHS	16.85
MY FIRST WORLD ATLAS	23.95
NFL '94	27.95
NFL COACHES CLUB FOOTBALL	31.95
NHL HOCKEY	38.95
NIGEL MANSELL'S WORLD CHAMPIONSHIP	27.95
NODDY'S BIG ADVENTURE	23.95
NODDY'S PLAYTIME	23.95
NOMAD	23.95
NORTH & SOUTH	6.96
OFF SHORE WARRIOR	8.75
OMAR SHARIF'S BRIDGE	31.95
OMAR SHARIF'S BRIDGE (WINDOWS)	27.95
ON THE BALL	23.95
PACIFIC STRIKE	38.95
PANZA KICK BOXING	8.75
PATRIOT	35.99
PERFECT GENERAL TRILOGY	35.99
PGA TOUR GOLF - COURSES DISK	12.95
PINBALL DREAMS	30.70
PINBALL FANTASIES	30.70
PINBALL MAGIC	8.75
PIRATES	11.75
POLICE QUEST 4 - OPEN SEASON	31.95
POLICE QUEST 6	31.95
POPEYE 2	6.96
POPEYE 3	6.96
POPULOUS/PROMISED LANDS	12.95
POSTMAN PAT 3	6.96
POWER GAME II	27.95
POWERMONGER	12.95
PREMIER MANAGER	23.95
PREMIER MANAGER 2	27.95
PRINCE OF PERSIA	10.95
PRINCE OF PERSIA 2	31.95
PRIVATEER	39.95
PRIVATEER - MISSION DISK	16.85
PRIVATEER - SPEECH ACCESSORY PACK	16.85
PUSH-OVER	10.95
PUTT PUTT GOES TO THE MOON	14.45
QUEST FOR GLORY 1	27.95
QUEST FOR GLORY 3	31.95
QUEST FOR GLORY 4 - Shadows of Darkness	31.95
RAGS TO RICHES	31.95
RALLY	27.95
RAMPART	10.95
REACH FOR THE SKIES	29.00
RED CRYSTAL	35.99
RED DOG SLATER AND CHAR	31.95
REUNION	31.95
RICK DANGEROUS I	8.75
RICK DANGEROUS II	8.75
ROBIN HOOD - LEGEND QUEST	8.75
ROBINSON'S REQUIEM	23.95
ROBOCOP	8.75
ROBOCOP III	12.95
RUGBY LEAGUE MANAGER	19.95
RYDER CUP	27.95
SABRE TALK	31.95
SAM AND MAX HIT THE ROAD	34.70

SCRAMBLE	24.95
SECRET OF MONKEY ISLAND	14.45
SECRET OF MONKEY ISLAND II	29.00
SECRET WEAPONS OF THE LUFTWAFFE	33.15
SENSIBLE SOCCER 92/93	31.70
SETTLERS	31.95
SEVENTH SWORD OF MENDOR	23.95
SHADOW CASTER	35.99
SHADOW OF THE COMET	35.99
SHADOW PRESIDENT	35.99
SHADOW SORCEROR	9.99
SILENT SERVICE II	14.45
SIM ANT	15.15
SIM CITY 2000	31.95
SIM CITY DELUXE	23.95
SIM CITY/LEMMINGS	27.95
SIM CITY/POPULOUS	27.95
SIM FARM	27.95
SIMON THE SORCERER	31.95
SIMPSONS	8.75
SNAPPERAZZI	16.85
SOCCER KID	23.95
SOOTY & SWEEP	6.96
SPACE HULK	35.99
SPACE LEGENDS	27.95
SPACE QUEST 1	14.45
SPEEDBALL 2	8.75
SPELLING DEMONS	27.95
SPORTS MASTERS (COMP)	27.95
STAR LORD	35.99
STAR TREK (25TH ANIV.)	27.95
STAR TREK - JUDGMENT RITES	35.99
STEG THE SLUG	8.75
STORYBOOK WEAVER	20.95
STREET FIGHTER	8.75
STREET FIGHTER 2	23.95
STRIKE COMMANDER	39.95
STRIKE COMMANDER - SPEECH PACK	16.85
STRIKE FLEET	11.75
STRONGHOLD	29.00
STUNT CAR RACER	8.96
STUNT ISLAND	39.95
SUB WAR 2050	35.99
SUBURBAN COMMANDO	19.95
SUPER FROG	23.95
SUPER LEAGUE MANAGER	23.95
SYNDICATE	35.99
SYNDICATE - MISSION DISK	16.85
TAKE A BREAK PINBALL (WINDOWS)	31.95
TASK FORCE	10.99
TEAM SUZUKI	35.99
TERMINATOR 2 - COIN OP	23.95
TERMINATOR 2029	23.95
TERMINATOR II	8.75
TESSERAEE	23.95
TFX	35.99
THE ELDER SCROLLS - THE ARENA	34.70
THE GREATEST (COMP)	31.95
THE PATRICIAN	27.95
THEATRE OF DEATH	31.95
THOMAS THE TANK ENGINE	6.96
THOMAS'S BIG RACE	10.95
THUNDERHAWK	23.95
TORNADO	10.95
TOTAL CARNAGE	35.99
TRACKSUIT MANAGER '94	19.95
TROLLS	8.75
ULTIMA 7	31.95
ULTIMA 7 PART 2	35.99
ULTIMA 8 - PAGAN	39.95
ULTIMA 8 - PAGAN - SPEECH PACK	16.85
ULTIMA UNDERWORLD	31.95
ULTIMA UNDERWORLD II	31.95
UNINVITED	27.95
UNLIMITED ADVENTURES	29.00
UNNECESSARY ROUGHNESS	31.95
UTOPIA	10.00
V FOR VICTORY 3 - MARKET GARDEN	35.99
WAR IN THE GULF	27.95
WARLORDS 2	35.99
WEREWOLF KA 50	12.95
WING COMMANDER I	31.95
WING COMMANDER I - SECRET MISSIONS 1+2	16.85
WING COMMANDER II	15.15
WING COMMANDER II - SPEECH ACC	10.95
WINTER CHALLENGE	12.95
WINTER GOLD	8.75
WINTER SUPERSPORTS	10.95
WIZKID	8.75
WORLD CRICKET	37.15
X-WING	16.85
X-WING - IMPERIAL PURSUIT DATA DISK	20.95
YO JOE	27.95
ZOO	27.95

Hint Books

BANE OF THE COSMIC FORCE	12.99
CRUSADERS OF THE DARK SAVANT	12.99
EYE OF THE BEHOLDER I	9.99
EYE OF THE BEHOLDER II	9.99
EYE OF THE BEHOLDER III	9.99
INDIANA JONES & FATE ATL. (ADV)	9.99
LOOM	7.99
MANIAC MANSION	7.99
PRIVATEER	8.99
SECRET OF MONKEY ISLAND	9.99
SECRET OF MONKEY ISLAND II	9.99
SHADOW CASTER	8.99
STRIKE COMMANDER	8.99
WINTER OLYMPICS	8.99
ULTIMA 7 PART 2	8.99
ZAK MCKRACKEN	7.99

7TH QUEST	55.99
7TH QUEST DUNE	39.99
ACTION CD (COMP)	23.99
ADVANTAGE TENNIS	28.99
ARCADE FRUIT MACHINE	10.99
ARMAETH	23.99
ARNIE 2	10.99
ARTHURS TEACHER TROUBLE	31.95
B-17 FLYING FORTRESS/SILENT SERVICE	35.99
BATTLE CHESS	35.99
BATTLES OF TIME	23.99
BEEHOVEN 9 MULTIMEDIA	46.99
BENEATH A STEEL SKY	39.99
BLOODNET	35.99
CARNAGE	10.99
CD SAMPLER	6.99
CD-ROM CHALLENGE PACK	31.95
CINEMANIA 1994	46.99
COLOSSUS (COMP)	23.95
COMANCHE MAXIMUM OVERKILL	39.99
CONSPIRACY	38.99
CRITICAL PATH	39.99
CYBER RACE	39.99
DARK SUN - SHATTERED LANDS	36.99
DAY OF THE TENTACLE	36.99
DIGITAL LOVE	23.99
DISCOVERIES OF THE DEEP	31.95
DRACULA UNLEASHED	39.99
DRAGONSPIRE	31.95
DUNE	39.99
DUNGEON HACK	31.95
ENCARTA	79.99
ENCORE (COMP)	27.99
ERIC THE UNRAIDY	27.99
EYE OF THE BEHOLDER III	31.95
F-15 STRIKE EAGLE III	35.99
F117A/F-15 SE II + D/DISK	35.99
FANTASY EMPIRES	28.99
FATTY BEAR'S BIRTHDAY SURPRISE	31.95
FLIGHT SIM TOOL KIT	39.99
GABRIEL KNIGHT - SINS OF THE FATHER	31.95
GATEWAY 2 - HOMEWORLD	31.95
GIGA GAMES	19.99
GOBLINS 3	39.99
GOLDEN 7	39.99
GRAEME SOUNESS SOCCER MANAGER	10.99
GUINNESS DISC OF RECORDS	39.99
HILL STREET BLUES	11.99
HISTORY LINE (1914-1918)	31.95
HITS FOR SIX - VOL.1	23.99
HITS FOR SIX - VOL.2	23.99
HITS FOR SIX - VOL.3	23.99
HITS FOR SIX - VOL.4	23.99
HITS FOR SIX - VOL.5	23.99
HUMANS 1 & 2	43.99
INC 2	36.99
INDIANA JONES & FATE ATL. (ADV)	10.99
INTERNATIONAL TENNIS	31.95
IRON HELIX	31.95
JOURNEY MAN	31.95
JURASSIC PARK	31.95
JUST GRANDMA AND ME	31.95
KING'S TABLE - RAGNAROK	31.95
LABYRINTH OF TIME	31.95
LANDS OF LORE	35.99
LASER SQUAD	11.99
LAWINER MAN (22 COLOURS)	54.99
LEGEND OF KYRANIA	35.99
LEMMINGS DOUBLE PACK	43.99
LORD OF THE RINGS	35.99
LOVERS GUIDE	34.99
MAD DOG MCCREE	44.99
MARIO IS MISSING DELUXE	27.99
MEGARACE	31.95
MICROCOSM	47.95
MICROSOFT ART GALLERY	49.95
NEWS WEEK 2	31.95
NICK FALDOS CHAMPIONSHIP GOLF	31.95
NOMAD	23.99
OCEANS BELOW	31.95
ON THE BALL	27.99
OSCAR	23.99
OUR 20TH CENTURY IN DEPTH - 5 DISK SET	127.99
OUR 20TH CENTURY IN DEPTH - PEOPLE	18.99
OUR 20TH CENTURY IN DEPTH - POLITICS	18.99
OUR 20TH CENTURY IN DEPTH - SCIENCE	19.99
OUR 20TH CENTURY IN DEPTH - SPORTS	19.99
OUTPOST	36.99
PROTOSTAR	31.95
PUTT PUTT FUN PACK	27.99
PUTT PUTT GOES TO THE MOON	31.95
PUTT PUTT JOINS THE PARADE	31.95
QUANTUM GATE	39.99
QUEST AND FUN	23.99
REBEL ASSAULT	39.99
RETURN OF THE PHANTOM	35.99
RETURN TO ZORK	31.95
RINGWORLD	27.99
RYDER CUP	11.99
SHADOWWORLDS	39.99
SHUTTLE	10.99
STACK UP	27.99
STAR TREK (25TH ANIV.)	48.99
STAR WARS CHESS	46.99
STRIKE COMMANDER	48.95
TFX	23.99
THE FAMOUS COLLECTION	35.99
THE GREATEST (COMP)	31.95
TORNADO	39.99
TOTAL CARNAGE	27.99



Mr Cursor

HE'S AFRAID OF HIS PC*

*(and 'pop' supergroups, and octopuses, and, er...)

STRANGE BUT TRUE

Australian soaps are big, big news in the States – especially the one set in Summer bay. If you want proof then here's the back of the box of a PC game called *Pro League Football*. Believe me now?

the competition try to tackle the features:

- True modem play with Chat Mode.
- Five years of teams in their official NFL home and away jerseys.
- Real NFL logos, real NFL players...real NFL Football!

your own league or use pre-



BEFORE getting onto the main subject I just want to ask you a question. Here's the prob. I was looking at an early version of Bullfrog's forthcoming game, *Creation* (their first-person perspective underwater jobbie), when I suddenly found myself thinking about that old tv series, *The Undersea World Of Jacques Cousteau*. 'So what?' you may say. Well, for some strange reason I actually remembered a snippet of an episode I saw when I was about nine or ten. Anyway, the point is that the vividly-recalled antique snippet in question was of Jacques Cousteau facing the camera and aiming a question directly at the tv audience (or just at me, as I naively thought at the time). Here's what he said: 'Do octopuses 'ave orgasms?' In fact I can hear the heavy French accent even now, as I'm writing this: 'Do octopuses 'ave orgasms?'

Now, it's certainly possible, given my foggy memory and the passing of time, that it was purely a rhetorical question which led onto a completely unconnected item about puffer fish or electric eels or fiddler crabs or something. But I somehow doubt it. No, I reckon it must have been part of the intro of an episode – an episode which then dedicated itself to finding out whether or not octopuses actually did (or didn't) have orgasms. The trouble is, I'm buggered if I can remember the conclusion. So there we go. I know they've got eight arms, I know they've got 'beaks', I know they can change colour at will, I know they go all squidgy and get smaller when you take them out of water and I know they can squirt inky fluid when threatened – but I still don't know if octopuses actually experience a sexual climax. It's a nightmare. And so here's where you come in. Maybe you remember the programme itself, and can recall the ending. Or maybe you're a marine biologist. Or maybe you're simply some sort of pervert who once tried an 'experiment' while on holiday in Crete. Whatever, I really don't care. I have to know, so please help. (And there's even a coupon, so it couldn't be easier.)

But enough about octopuses, and on to supergroups. Remember supergroups? I'm talking like around the Band Aid era, the late '80s, when you'd get, say, Phil Collins and Genesis teaming up with Bananarama, Eric Clapton, Chris Rea and Duran Duran to produce a so-called mega-mix of some God-awful Meatloaf 'classic'. Yeah? Or Tina Turner, Elton John, George Michael, Phil Collins and bastard Eric Clapton (again) teaming up with The Pet Shop Boys in order to wail out a rendition from Hell of T'Pau's China In Your Hand (with Linda McCartney on triangle). You'll recall the nightmare, and will also know that (thankfully) the craze has died out – although admittedly Bryan Adams, Rod Stewart and Sting were recently drawn together like three small blobs of shite in a water-filled bathtub. But hey, that's 'pop music', and we're here to talk about PC games.

The thing is, that when we come down to games, maybe supergroups aren't actually such a bad idea. Let me elaborate, and take *Elite II* as an example. (And yes, I know I whinged about *Elite II* a couple of issues ago, but it's a perfect subject matter. Oh, and I know that the

cost of hiring loads of different programming teams would be restrictive – but it can be overlooked due to this whole thing being a 'thought experiment' in which capital is no problem. Oh, and seeing as it's a thought experiment, let's make some money for charity while we're at it.) So *Elite II* then, as produced by a charitable supergroup.

David Braben: Look, I've got seven squillion stars, 400,000 billion trillion zillion planets, all the orbits work, all the spaceship maths are totally correct and the whole shooting match still only takes up half a megabyte of hard disk space. What's your problem?

Origin: Er, well, we've got lots of spare stills, some 'guru' shading and some digitised speech (which only uses 39 megabytes!)

The Star Control Bods: And we've got some even better stills, a script that's actually amusing and some brilliant music to boot.

David Braben: (Silence)

The Star Control Bods: ...Um, and we're prepared to donate 93% of our earnings to charity.

David Braben: Hmmm...

Stunt Island Posse: We could help out a bit with the polygons, and the update speed... and the charity too, come to that.

X-Wing Crew: And we could lend a hand with the space combat – we won't interfere with the realism, we'll make the whole thing more fun, and we'll boost those charity coffers to the max.

ID Software: We'll make it so you can walk about inside the spaceships, and have to get into the suspended animation tank during hyperspace jumps. We're thinking hand weapons, too! *Alien! Aliens 2. Aliens 3.* And charity!

Paul Woakes: Has anyone played my game *Damocles*? Enter buildings on planets' surfaces and so on? I'll go with id if they'll let me, even though I am but a tic in their anal fluff. I'll even work for free.

David Braben: And meanwhile virtually all of our money is going to charity... to the poor blind orphans in Sarajevo and Angola!

Get the idea? Gameplay-wise you'll have thought along similar lines yourself, I don't doubt, but I bet you never thought about throwing this last bit in. (Which is where I, Mr Cursor, join the fictional supergroup for the final, masterly, addition...)

Mr Cursor: Right, let's make one of the five zillion squillion planets a pure 'ocean planet'. Just water. Well hidden and extremely hard to get to, this planet must be populated solely by octopuses... and they're all having a multiple orgasm.

All: Hoorah!

OCTOPUSES AND ORGASMS

I, (Name)

of (Address)
can happily inform Mr Cursor that octopuses do/don't* have orgasms.

*(DELETE WHERE APPLICABLE)

HOW I KNOW (Tick box)

I know that octopuses do/don't* have orgasms due to the fact that:

- ☐ I remember the ending of the Jacques Cousteau programme
- ☐ I am a marine biologist, specialising in octopus reproduction
- ☐ I am a Cretian pervert

☐ Other

(Left) An artist's impression of the most popular Home And Away jersey of this season... Sam, Greg and the recently-deceased Bobby.

OUTPOSTTM

**The Legacy Of Earth Depends
Upon Your Survival**

Earth is destroyed by a catastrophic event, and you're responsible for rebuilding civilization on another planet. Where you go and if you survive is up to you and there's a galaxy of possibilities.

Based on NASA research in planetary science, robotics, terraforming, and interstellar spacecraft design, OUTPOST places you in control of the most comprehensive strategy simulation ever developed for the PC.

From the colonization starship to the robo-miners and monorail systems you'll use on the planet surface, OUTPOST's photo-realism and 3-D rendered animations are unprecedented.

Develop agriculture, mining and manufacturing to survive, and then invest in research and recreation facilities to make life more comfortable for your colonists - hopefully they'll be around long enough to enjoy it. Because, in the end, the decisions you make will determine the destiny of mankind.

**OUTPOST is available on PC CDROM
(Floppy version coming soon)**

«One of the few games which are truly part of the "new age"»
PC Player



A virtual reality interface lets you build and control the growth of your colony.



You can build and operate a large variety of robots, including Explorer robots, Miner robots, and Bull-dozer robots.



Begin your journey on the mother of all motherships.



The command structure allows you to analyze the overall status of your colony.



State-of-the art 3-D graphics.



Fuel up on Jupiter's hydrogen atmosphere.

© and/or TM designate trademarks of,
or licensed to Sierra On-Line, Inc. All
rights reserved.

a  **SIERRA[®]** Production

4 Brewery Court • Theale • Reading • Berks • RG7 5AJ • CUSTOMER SUPPORT: (0734) 303171

TFX

R
E
V
I
E
W
S

PC PLAYER



PC ACTION

90%

PC ZONE

CLASSIC 90%

PC REVIEW

9/10

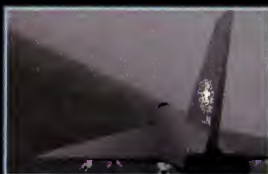
PC HOME

91%



"It's more than a straight flight sim; D.I.D. have emulated multi-million dollar flight simulators. When you play TFX the first thing that hits you is the detail of the landscape... over seven million square km appears on screen, with hills, roads and mountains all in the right place." THE EDGE

"The graphic detail is quite superb, with stunning visuals and strong sense of image, TFX is quite often like watching a movie... when I first saw TFX my jaw dropped so far it took me 15 minutes to find it again! It's fast, good looking and fun." PC REVIEW



Tactical Fighter Experiment... the only choice worth making where state of the art flight simulation is concerned.

Take control of one of three of the finest aircraft money can buy:

Eurofighter 2000

Lockheed F-22

Lockheed F-117 Stealth Fighter

TFX... a simulation at the cutting edge of aerial combat enhanced by unprecedented in-depth research and authentic flight detail. Take on the missions... fight for peace.

DIGITAL IMAGE DESIGN

ocean[®]

DIGITAL IMAGE DESIGN